

Night of the Vampire

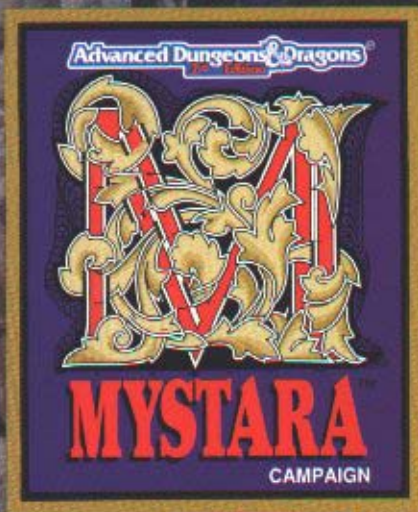
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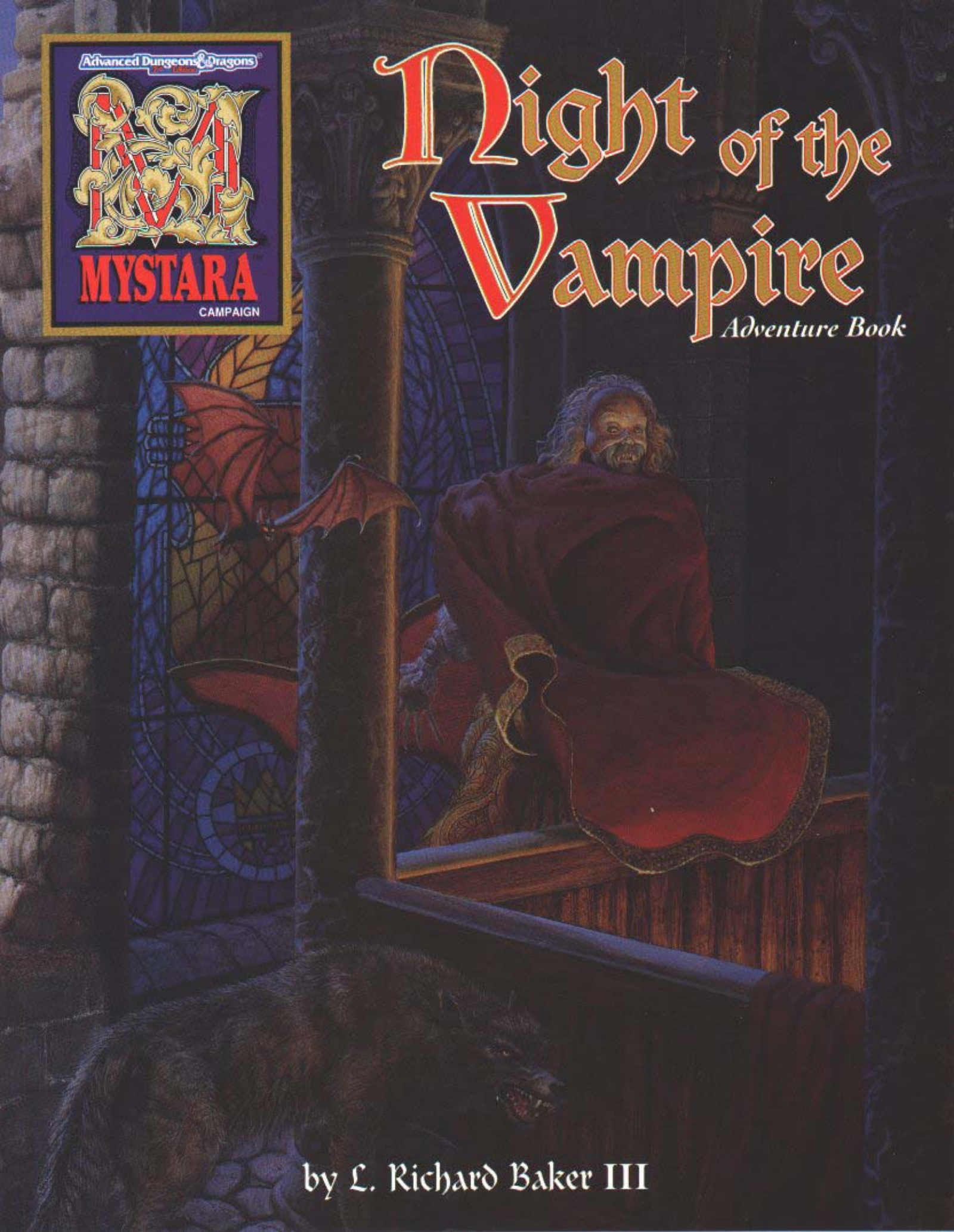
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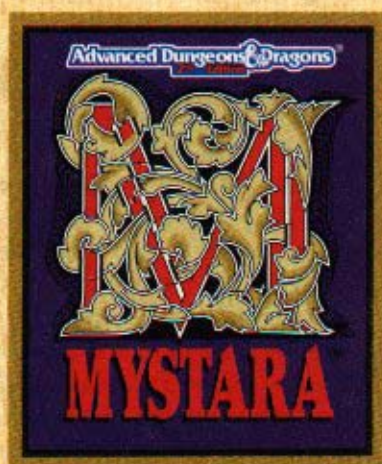


Night of the Vampire

Adventure Book



by L. Richard Baker III



Night of the Vampire

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Introduction

Many terrible creatures haunt the forests of Karamaikos, but few are as fearsome or dangerous as the vampire. The woodsmen of the kingdom tell stories of these creatures and their sinister powers—the ability to assume wolf or bat form, the command of lesser evil creatures, their inhuman strength and deadly embrace. Yet the most terrifying thing about the vampire is its ability to pass for human once the sun drops from the sky.

Night of the Vampire is an adventure that pits the player characters (PCs) against a powerful vampire and its minions. The monster hides in plain sight, pretending to be a guest in a lonely manor house. The heroes don't stand a chance of survival if they foolishly challenge the vampire unprepared. Instead, they must use their heads to take advantage of the vampire's weaknesses and destroy it while it is powerless to stop them.

This adventure is written for heroes of 1st–3rd level, but can be played with characters as powerful as 4th–6th level. The adventure is fully compatible with both FIRST QUEST™ and AD&D® rules. If you plan to run *Night of the Vampire* for higher-level characters, make sure you present the adventure as a mystery rather than a hack-and-slash confrontation.

How to Run This Adventure

As you go through this adventure, you will come across cues that tell you to play a CD track for the players. These cues look like this:

**TRACK
72**

When you see one of these symbols, play the appropriate track on your CD player. (*Track 72 contains background music that can enhance the mood of virtually any encounter.*) There is a “Stop” tone at the end of the track that tells you when to stop the CD player.

The encounter descriptions in this book contain brief summaries of the information on the CD tracks so that you know what's coming before the players hear it. These summaries are in *italized text*. It's possible to play this adventure without a CD player by using these summaries, but it's not recommended. Note that PC voices on the CD tracks are *not* intended to dictate character actions.

Some encounters also include sections of special indented text that you can read to the players.



**igh upon a
treacher-
ous shore,
in the
loneliest part of
Karamaikos, lies
Vandevicsny Manor.
Few people ever go
there . . .**

**— Travonus Skellik's
Guide to
Karamaikos,
4th edition**



Look for indented text like this throughout this adventure book. The Dungeon Master (DM) should read or sum up this material for the players when directed by the instructions for that encounter. When both a CD track and indented text are indicated for an encounter, read the indented text *first*.

Before you get started, read through this book to get an idea of how the adventure should proceed. The more familiar you are with *Night of the Vampire*, the better the adventure will run. For ease of play, the DM should consult the "Cast of Characters" and "Summary of Events" sidebars (pages 19 and 21) first.

TRACK 1

Now listen to *Track 1* on the CD before you read further. *Track 1* sets the mood of the adventure for both players and DM.

Monster and NPC Descriptions

This adventure is compatible with both the FIRST QUEST rules and full-fledged AD&D game rules, and the monster descriptions reflect this dual nature. Whichever rules you plan to use, make note of the following:

- ❖ Players who have the FIRST QUEST rules alone can ignore "morale" and "magic resistance" ratings for all monsters; these ratings are only used in the expanded AD&D game system.

- ❖ Players with the complete AD&D game rules should note that saving throws in the FIRST QUEST game have been simplified to a single value; the "saving throw" entry in monster and NPC descriptions represents a saving throw versus *spell*.

Organization

Night of the Vampire is organized into several sections. The **Introduction** presents the history of the Vandevic family for the DM. (See sidebar.) It also begins the adventure by bringing the player characters to Vandevicsny Manor.

The next section of this book is entitled **Vandevicsny Manor**. It includes a room-by-room description of the manor house, keyed to the map in the center of this book. Refer to this section of the book each time the heroes explore a new room of the manor.

The actual events of *Night of the Vampire* are described in **Events in the Manor**, during Acts I–V of the adventure. Each act contains a number of encounters that the heroes may or may not participate in, depending on the decisions they make. Act I begins the morning after the heroes arrive at the manor, and describes the events of the morning and afternoon. The other acts take the heroes into the evening and a confrontation with an ancient vampire.

Arrival

When the heroes arrive, Gustav and Selena Vandevic are celebrating the engagement of their niece Laina to Iajo Moubotka. The marriage will prove advantageous to both families, and Laina and Iajo have deep feelings for each other. The Vandevics are a minor family of Karamikos, but they are tied to more powerful clans, and their party has drawn some important guests. Shortly after the heroes arrive on the scene, the formal celebration begins with a tournament in the manor's courtyard.

Background

The background of the adventure is described on Track 2 of the CD. Listen to it now for yourself if you'd like, but wait until the players participate in the encounter **Lord Gustav Vandevic** (page 20) before playing this track for them.

Andru Vandevic was an arrogant man who was raised in the seclusion of Vandevicsny Manor more than 100 years ago. He was a famous hunter and tracker, and many beasts of the forest fell to his well-aimed arrows. Andru was the son of Lord Jan Vandevic, and inherited the manor when his father died.

Lord Andru proved to be a poor ruler. He treated his subjects with intolerance and cruelty, and was an untrustworthy neighbor to his peers. Still, the Vandevic line was old and wealthy, and his actions were not enough to cause a revolt or begin a feud.

Then the stranger came to Vandevicsny, on the evening of Lord Andru's twenty-sixth birthday. She was a pale, beautiful woman who called herself Lady Natasha Troubljca. Andru was fascinated with her. Natasha remained at the manor, and Andru waited on her hand and foot.

But it soon became clear that something was wrong in the lord's house. Villagers disappeared from their homes, only to be found dead in the morning, drained of blood. And no one could overlook Natasha's strange habits. She never ate in the company of others, and in fact was never seen abroad by day. The villagers began to whisper of the vampire that had bewitched their lord.

Eventually, the villagers summoned up the courage to confront their lord about his guest. The events that followed have never been accurately recorded, but local legend tells that Lady Natasha was staked through the heart and buried in an unmarked grave in the churchyard. It is also said that Lord Andru had become a vile blood-drinker himself, but escaped the villagers' wrath.

In the century that has passed since these horrible events, life has returned to normal around Vandevicsny. When Andru disappeared, the lordship of the manor passed to his cousin's family, who came to Vandevicsny to assume their title. Lord Gustav Vandevic, with his wife Selina beside him, now rules the manor. Three weeks ago a long-lost kinsman calling himself Andru, the descendant of the old lord, appeared. He has been staying with them ever since.

The Truth of the Matter

The sidebar on page 3 introduces a visitor: long-lost cousin Andru. This character is actually the *old* Lord Andru, now a powerful vampire. He has not aged a day since he fled Vandevicsny all those years ago. Andru wandered widely throughout Karameikos, but upon learning of the celebration in his old home, he decided to return. When he arrived, he met Laina Vandevic and was instantly fascinated by her purity and innocence. He vowed to make her his bride.

When the celebration begins, Andru learns that Laina is to be betrothed to Iajo, the son of Lord Moubotka. This knowledge has driven him to act immediately to claim her as his own. It's up to the player characters to foil Andru's sinister plans.

In addition to Andru's schemes, the PCs learn about the feuds involving several powerful families—the Vandevics, the Ouroscos, and the Brezovos (see the "Cast of Characters" sidebar). The heroes may not realize who the real enemy is until it's too late.

Start

The adventure begins when the heroes are shipwrecked at Vandevicsny Manor. The adventure's **Start** is broken into four parts: **The Shipwreck**, **Landfall**, **The Manor**, and **Morning**.

Tell the players that their characters are on a galleon sailing south of Karameikos. It doesn't matter how the heroes got to be on the ship. They may have been hired to defend the ship against pirates or perhaps were entrusted with a message. The ship sinks off the shore near Vandevicsny Manor. Read the text below to the players, and then continue on to **The Shipwreck**.

Your galleon is two days out of Mirros when a storm catches you off the Karameikan coast. The crew battles to keep the ship afloat, but in the early hours they abandon ship. Without their help, you have no hope of saving the ship, and the storm is getting worse.

The Shipwreck

TRACK 3

Play *Track 3* on the CD and then continue with **Landfall** below. *The sou'easter catches the galleon in dangerous waters and wrecks her against the rocky coasts of Karameikos. The heroes barely escape from the ship just before it wrecks on the rocks, but salvage all of their weapons and equipment.*

Landfall

TRACK 4

Play *Track 4* on the CD. *The heroes barely survive their landing. Lord Vandevic saw the ship go down and sent servants to meet the party on the beach. The servants offer to escort the player characters to the lord's manor.*

If the PCs refuse to accompany the servants, tell the players that their characters will take damage from cold and exposure if they don't find shelter, their equipment will be damaged if not dried and looked after, and they don't know where they are or where to go. If the PCs are still paranoid, tell them that they've heard of House Vandevic and know of no reasons to be suspicious of the hospitality of Vandevicsny Manor.

If the PCs absolutely refuse to cooperate, the only way for them to go is into **The Forest** (see page 6). The characters suffer 1d6 points of damage from exposure, and their armor and equipment becomes unusable, except for one to three small items each. When night falls, the wolf attack described in **The Forest** occurs. At that point, the PCs have the option of fleeing to the manor or fighting off the wolves and missing the real adventure.

The Manor

Read the indented text below to the players, show them the illustration of the manor on page 5, and then play *Track 5*.

Vandevicsny Manor stands majestically on a bluff overlooking the sea. A strong wall surrounds the house, and a single muddy lane leads through the dark woods to the manor's gate. The storm lashes you with stinging rain and gusting wind, but you can see the warm yellow lights of the manor house just ahead.



TRACK 5

Gustav Vandevic, lord of the manor, invites the PCs to remain for his celebration, since the storm still rages. After Gustav leaves, the butler Moustian shows the party to the guest chambers in Area 26 (see page 13).

All of their equipment is safe and sound. If the PCs wish to walk around and see the manor, they're on the right track; go to **Morning** and begin the adventure.

If the PCs do not wish to stay in the manor, let them find out for themselves that they have no alternatives. Gustav asks them not to leave, but if they do, refer to **The Forest** on page 6. Gustav's invitation is still good if the heroes decide to return.

Morning

After a long, deep sleep, the heroes awaken in Area 26, the Guest Room. Read the text below to the players, then play *Track 10*.

A knock on the door awakens you. You don't even remember falling into bed, but you're well rested now. A tall, balding man in elegant servant's attire—the butler Moustian, you recall—enters, carrying a tray of food.

TRACK 10

Moustian wakes the characters and gives them an invitation to Lord Gustav's celebration. He tells them they may compete in the tournament and attend Lady Vandevic's tea.

Give the players *Handout 1*, the Invitation.

Moustian answers any reasonable questions put to him. Some specific answers include:

About the manor: "The house is almost 100 years old. It was built by Lord Andru Vandevic, the great-grand-uncle of Lord Gustav."

Who lives here?: "This is the home of the Vandevic family. Lord Gustav and Lady Selena live here. Alas, their sons were killed in the war, some time ago. Their niece Laina is visiting this weekend, and cousin Andru has been staying with us for a month now."

Who are the guests?: "We expect Lord Moubotka and his son Iajo to arrive soon. Lord Moubotka intends to announce the betrothal of his son to Lady Laina. Lady Constantina Brezovo will be here as well. Lord Vasil Ourosco and Sir Hugo Strolojca are in attendance, too."

What's going on?: "As I said, Lord Gustav is sponsoring a tournament this afternoon, and the Lady will host a tea. Dinner will be served at 7 o'clock, and at 9 o'clock the ball will begin. The lord wants you to enjoy your stay with us."

When the players have no more questions, Moustian withdraws. You can begin the adventure with Act I, The Tournament, or let the heroes explore the manor.

Vandevicsny Manor

The next few pages describe the physical surroundings of Vandevicsny Manor. The PCs can wander through the house at will, exploring the various rooms. However, the main course of the adventure lies in the staged encounters of Acts I–V. Refer to Act I on page 18 to find out what events take place during the afternoon as the heroes take part in Lord Gustav's celebration.

The Manor House

Vandevicsny Manor is an elegant old house with comfortable, but not exotic, furnishings. Each room is tastefully decorated with several objects of art, coats of arms, banners, tapestries, and other such things. Anywhere the PCs go inside, they're never more than a shout away from a servant or other guests.

Guests are expected to adhere to normal conventions of courtesy. Going around in full plate mail armor and carrying heavy weapons is a little discourteous. So is *charming* other guests, provoking fights, stealing things, and so on. If the PCs behave like barbarians, they'll receive a firm warning the first time, and be thrown out into **The Forest** (see below) on any repeat offenses. The DM can be the judge of what kind of actions will wear out the PCs' welcome.

The Guards

Lord Vandevic employs 20 guards, including a sergeant and a corporal. Four guards are posted by the gatehouse, two in the front hall, two remain with Gustav, and two remain with Selena. Six guards patrol the grounds, and four are off-duty at any given time. If the PCs are disruptive or violent, the guards try to capture and disarm them.

Guards (0-level warriors): AC 5; MV 12; HD 1d4+4 hp; hp 5 each; #AT 1; Dmg 1d8 or 1d4; ST 19; SA none; SD none; MR nil; AL N; THAC0 20.
Equipment: Chain mail, long swords, crossbows.

The Forest

A dense tract of dark, brooding forest surrounds Vandevicsny Manor. To go anywhere from Gustav's house, the heroes must find their way through the woods or follow the road.



Strangers
are
welcome
in my
home. Please accept
the hospitality of
Vandevicsny
Manor . . .

— Gustav Vandevic



The minute the heroes set foot in the manor, they became ensnared in Andru's plots. The vampire intends to let no one leave the manor house alive once night falls, and that includes the PCs! In fact, Andru has commanded the wolves who serve him to prevent anyone from leaving the manor after dark.

The woods are mostly bare of leaves, since it is late autumn, but the trees and underbrush are dense and tangled. Thorns tend to catch your cloaks, and you have the strangest feeling that you're being watched. It would be very easy to get lost in this stretch of trees.

TRACK 6

Play *Track 6* if the PCs leave the grounds of Vandevicsny Manor after dark. A pack of savage wolves begins stalking the heroes.

The heroes get two chances to turn back: when they first hear the wolves, and when they first see the wolves. When *Track 6* ends, ask the players if they want their characters to continue or turn back.

TRACK 7

If the PCs continue, play *Track 7*. The characters see a group of wolves surround them. Ask the players if they're sure they want their characters to press on into the woods.

TRACK 8

If the PCs keep going, they're in for a fight. Play *Track 8*—two wolves attack each character in the heroes' party!

Wolves (2 per character): Int Low; AL N; AC 7; MV 18; HD 2+2; hp 14 each; THAC0 19; #AT 1; Dmg 1d4+1; ST 17; SZ S (3 feet tall); ML Average (10); XP 65 each.

If the PCs defeat the wolves and press on through the forest, they arrive in **The Village**. Another pack of wolves attacks them if they try to pass through the forest surrounding the manor again.

The Village

The village of Vandevicsny is a quiet little community of woodcutters, craftsmen, and farmers. This area is a backwater, far from the major trade roads that cross Karamaikos. The villagers are decent people, but at the moment they are terrified of strangers—they have been the victims of Andru's unholy thirst since the vampire's return. As a result, they want little to do with the player characters!

Vandevicsny consists of about 15 families of farmers, half a dozen woodcutters, two trappers, an innkeeper, a smith, and a constable—a total of about 100 people. Many of the villagers' family members work as servants at Vandevicsny Manor. When the PCs enter the village, read the text below aloud and play *Track 9*.

After two miles or so, the road breaks free of the surrounding forest, and you find yourselves crossing open fields littered with rows of brown corn stalks. A small village of about two dozen buildings lies ahead, with smoke curling from the chimneys. No people can be seen—everyone must be inside.

TRACK 9

The party enters town and finds an inn. The townsfolk greet them suspiciously and tell them the way out of town. They're not offered any hospitality.

This is the PCs' last chance to participate in the adventure! If they don't go back to Vandevicsny Manor, they miss out on the whole thing.

Key to the Manor

When the player characters explore the manor house or begin to take part in the events of the adventure, lay out the poster map on the table in front of the players. They are free to refer to this throughout the adventure. You'll find a duplicate of the poster map in the center of this book. Note that your map is a little different from the players' map, and includes some secret passages and other things the players don't need to know.

The heroes begin their adventure in Area 26, the Guest Room. All of their equipment is here, and there are several trunks they can use to store and lock up their gear. Moustian awakens the party around noon.

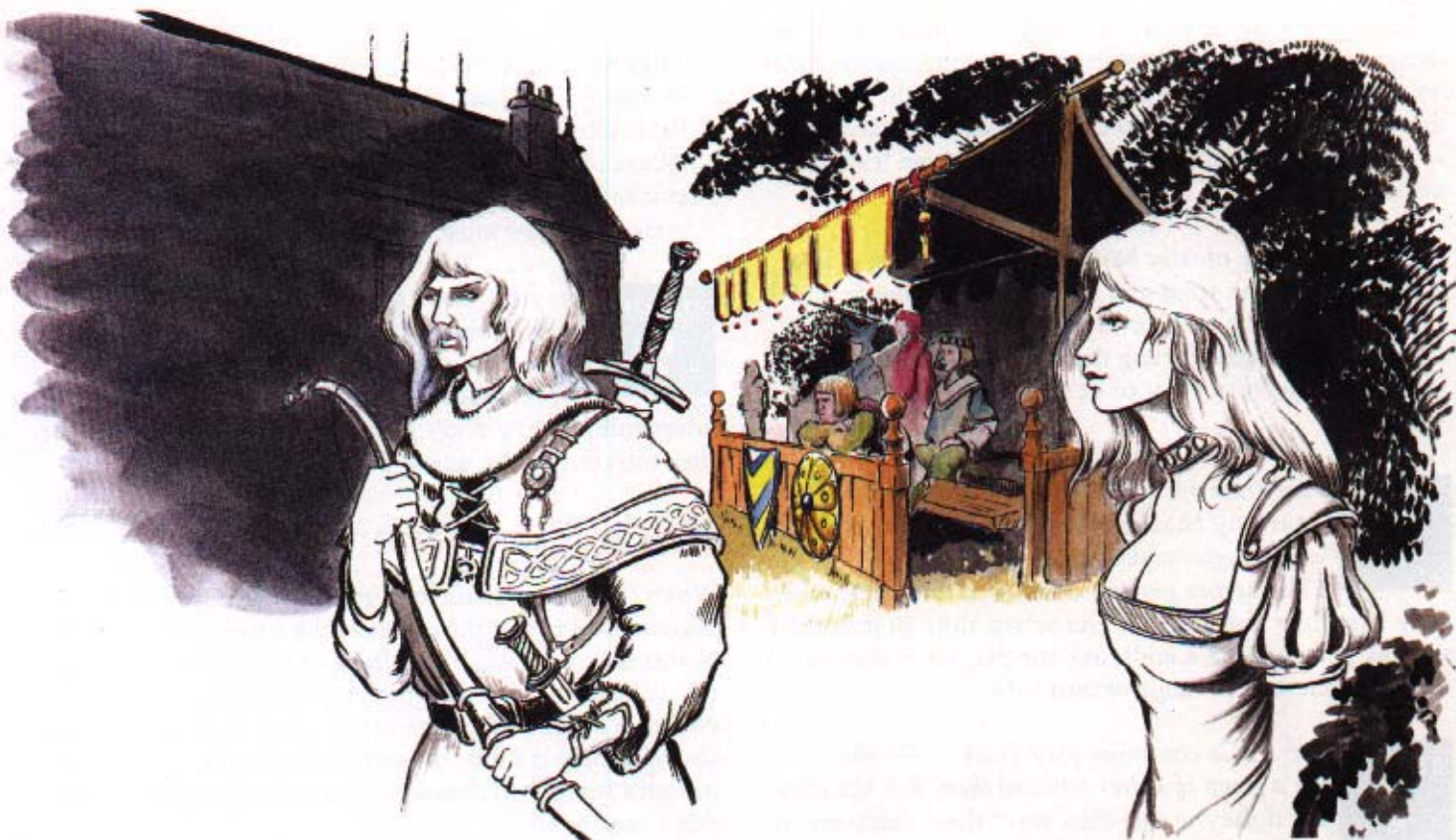
Area 1: Gatehouse

Vandevicsny Manor is surrounded by a 10-foot wall of stone that runs from this building around the main house to the sea cliffs. Read the text below to the players:

A sturdy wall of stone surrounds the manor grounds, pierced by only one gate. A two-story gatehouse straddles the opening, and a strong wooden gate reinforced with iron bands stands open, with four guards on watch here. Two small doors lead into each side of the gatehouse. The guards nod a greeting when you approach.

The gate stands open all day, but is closed once darkness falls at the beginning of Act II. The gate guards are bored with their watch and chat with anyone who comes by. They know as much as Moustian (see **Morning** on page 5) and answer any questions put to them. They also warn the PCs against leaving the manor: "There are wolves in the forest, and they're man-killers. Be careful if you go out."

The gatehouse also serves as the barracks for Lord Vandevic's guards. The rooms are small and cluttered with furniture, but everything is very neat and orderly. A total of 18 soldiers, a corporal, and a sergeant-at-arms are billeted in the gatehouse. Only two guards, the sergeant, and the corporal are currently inside the gatehouse.



The off-duty soldiers are polite, but they don't care for strangers in their living quarters. They'll show any party guests back to the manor, explaining that Lord Vandevic has arranged a tournament and dinner for the entertainment of his guests.

In Act I of the adventure, **Moubotka's Arrival** takes place here. In Act III, **Ouroscos's Escape** may finish in the Gatehouse. When the killings begin in Act IV, all guards are placed on alert and stationed in different areas of the mansion; only two stay behind to watch the gate.

Area 2: Courtyard

The front lawn of the manor house is surrounded by the outer walls and the house itself, forming an open courtyard. A cobbled road leads from the gatehouse up to the front door, and then around to the stables. The courtyard is a pleasant place, sheltered from the wind by the house. To one side, a jousting list and an archery range have been set up.

During the day, the guards stationed at Area 1 and Area 4 are always in sight, as are the stablehands of Area 3. By night, the courtyard is dark. During Act I of the adventure, a tournament takes place in this area. See **The Tournament** on page 18.

Area 3: Stables and Carriage House

The Vandevic family has never had need of a very large stable, so the stables can only accommodate 10 horses and two small carriages. Read the text below to the players:

The stables are strong stone buildings in the same style as the manor itself. A large cobblestone area in front of the stables is now occupied by several elegant coaches. The doors to the stable are open, and several grooms and stableboys are busy at various tasks.

The coaches belong to Lord Strolojca, Lord Ouroscos, and Lady Brezovo. After Moubotka arrives, his coach is left here as well.

The master of the stables is a burly old cavalryman named Janjevo. He has three stablehands working for him. Janjevo spends most of his time in the carriage house. He has been *charmed* by Andru and helps the vampire maintain his ruse of day-long hunts and rides by making sure that the best charger in the stable, Blackwing, is kept out of sight all day.

The PCs may encounter Janjevo here during Act I of the adventure. See **The Stables** on page 21.

If the heroes search the stables, they find a great amount of riding gear such as tack and harness, saddles, bridles, and so on. The best saddle sits above the empty stall reserved

for the charger called Blackwing. A close inspection of the saddle reveals the name "Blackwing" engraved in the leather.

Area 4: Fountain and Colonnade

The main entrance to the manor house is very impressive. The cobblestone drive circles around a beautiful stone fountain, and an open porch with elegant stone columns graces the front of the house. The entrance itself is a 12-foot-high double door of thick, seasoned oak. It is sheathed in copper, and the Vandevic coat of arms is proudly displayed.

Two guards and two footmen are stationed here throughout the day, but when night falls the footmen return to the servants' quarters.

Player characters entering the house with weapons are asked to leave them here with the guards, or to have a footman take the arms to their chambers. The guards are friendly and polite, and if the PCs refuse to cooperate they'll allow them to retain their weapons—but they'll notify the sergeant of the guard, who tracks down the party later and ask them to relinquish their arms.

Lord Strolojca's Duel occurs here at the end of Act I. See page 22 for details.

Area 5: Front Hall

This is the central room of the manor, and it sees a lot of traffic. Guards, servants, and other NPCs constantly come and go. Read the text below to the players:

This grand chamber stands two full stories high and is beautifully decorated. A sweeping staircase rises up to the balcony of the second floor, and a gorgeous crystal chandelier hangs over the center of the hall. The floor is made of polished red marble tiles, and the walls are panelled with rich oak. An exotic rug from some far land lies in the center of the hall, depicting a coiling golden dragon. A number of paintings, coats of arms, and banners decorate the walls.

A chamberlain is always present in this room to assist the guests. However, once the trouble starts in Act IV, the chamberlain abandons his post and hides in the servants' quarters (Area 16). At that time, two guards station themselves here to watch over the manor.

Among the weapons displayed are a *long sword* +1 and a usable tower shield. The paintings include a portrait of Andru from his days as lord, high up on one wall. The PCs don't notice it unless the players state that they are looking for unusual portraits.

The small closets in the southern wall are used for linen, cleaning supplies, and coats for the door guards.

Area 6: Cloak Room

Visitors are invited to leave their coats and cloaks here. More than two dozen cloaks of different types hang from pegs in the walls, ranging from plain gray wool for servants to the colorful garments of the visiting nobles.

Area 7: Washroom

The normal facilities can be found in this room. Vandevicsny Manor is equipped with basic plumbing and running water. The room is elegantly finished in imported tile. A large mirror stands over the sink.

Area 8: Lord's Sitting Room

This room is part of the Vandevics' personal chambers. Two guards are stationed outside the door to prevent any visitors from entering unless invited by Lady or Lord Vandevic.

The sitting room is floored with gleaming hardwood, and the walls are panelled with dark maple. A bearskin rug sits on the floor, before the fireplace. Several Traladaran paintings decorate the walls, and an antique spinning wheel sits by the window. A full-length mirror with a gilded frame stands in one corner of the room.

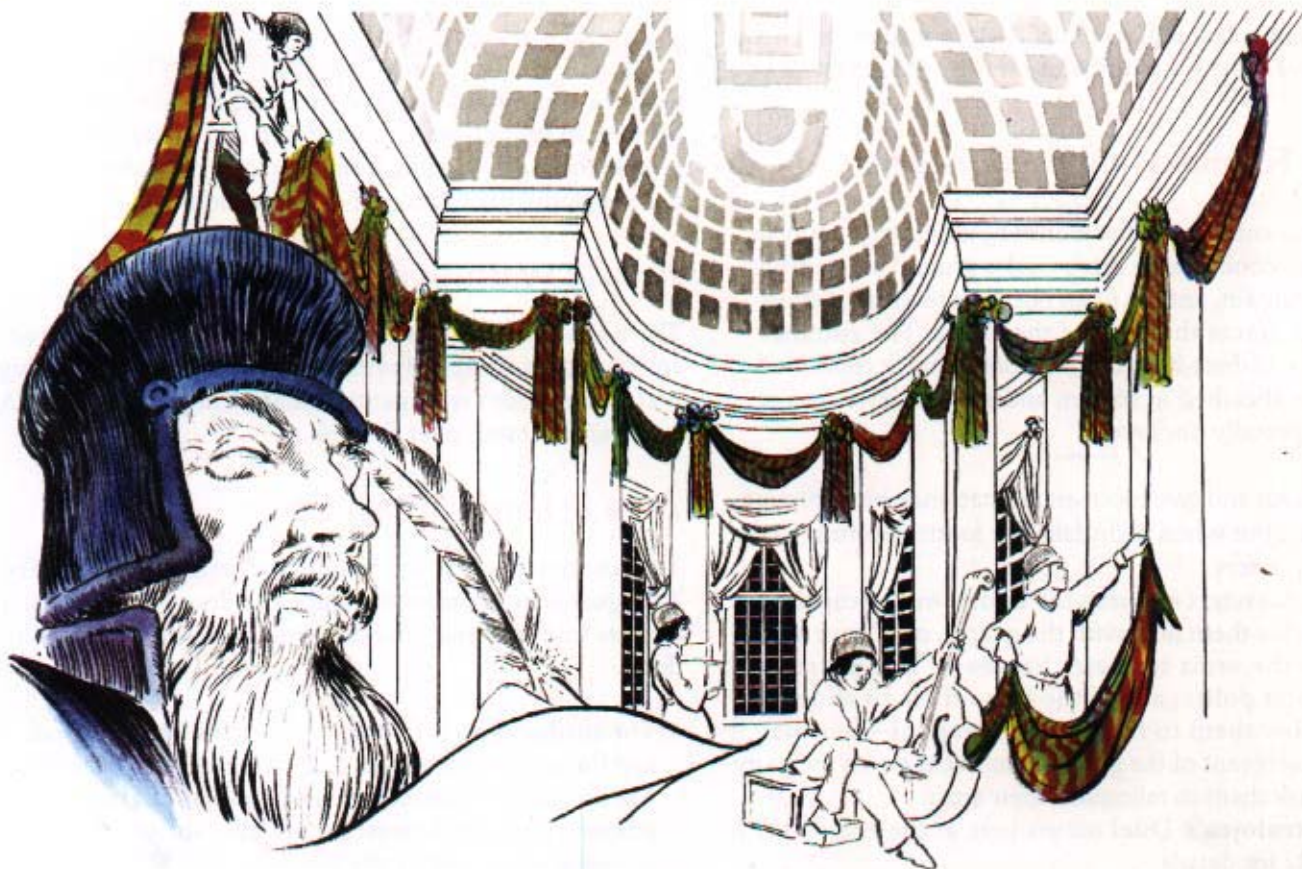
Gustav and Selena Vandevic are here for short times during Act I of the adventure, and the encounter **Ouroscos Assassins** takes place here in Act III. During Act IV, the lord and his wife retire to these chambers to wait for the dawn.

Area 9: Lord's Chambers

Since the founding of the Vandevicsny line, this room has been reserved for the use of the lord of the manor. The small rooms that adjoin the main suite are closets, dressing rooms, and a washroom.

These are the lord's personal chambers. The floor is finished with dark hardwood, and the walls feature waist-high wainscoting and cool green wallpaper. Many valuable pieces of art, including paintings, crystal, and small statues and busts can be found throughout the chamber. An antique set of weapons hang over the room's spacious fireplace.

The weapons belonged to Lord Jan Vandevic, founder of the house. They include a magical *bastard sword* +1, *flame tongue*, and a *shield* +2. These are treasures of the house, and no one will look kindly on the PCs for stealing them. However, Gustav may be persuaded to lend the weapons to the heroes to use against the vampire.



Area 10: Library

Lord Gustav is a scholar, and has spent a lot of time and money maintaining the collection. More than 1,000 books can be found on the glass-case bookshelves surrounding this room.

The manor's library is a dark-panelled, quiet room with a number of elegant bookshelves. On one side of the room, a french door leads out onto a terrace overlooking the sea. In the center of the room is a large bookstand, with a heavy tome protected by a locked glass cover. The tome is entitled *The Vandevic Family History*.

A character can find dozens of interesting titles in the shelves, but Gustav owns no magical books or scrolls. There are two books in particular that could be extremely useful to the heroes: *The Vandevic Family History*, and a treatise entitled *Princes of the Undead: The Vampires Among Us*.

TRACK 2 *The Vandevic Family History* is kept under a locked cover; Lord Gustav holds the only key. The book records the story of Lord Andru. You've already seen this in the "Background" sidebar, but if the heroes read the book, play *Track 2* for the players and let them hear it too.

Princes of the Undead is very useful for vampire hunters, since it discusses the abilities of vampires. If a hero takes an hour to read the book, he learns about the powers and weaknesses of vampires. The player may look at the Vampire monster entry on *Handout 3*.

Lord Gustav is here during Act I of the adventure, with two of his guards. The encounter **Lord Gustav Vandevic** (see page 20) takes place here.

Area 11: Lord's Study

Lord Vandevic spends much of his time in this room, recording his memoirs. However, there are no encounters here.

This is a private study, with a large french door overlooking the sea. The room reflects Lord Vandevic's tastes; it is furnished with rich panelling, beautiful antiques, and carefully-preserved books in glass-doored cases on the walls.

One of the bookshelves contains the lord's magical collection. His spellbook is here, with the spells *charm person*, *detect magic*, *feather fall*, *read magic*, *sleep*, *detect evil*, *invisibility*, *knock*, and *wizard lock*. The case is kept locked and *wizard locked*, and the lord disguises his spellbooks as a series of old atlases.

Area 12: Ballroom

Show the players the illustration on page 10. Throughout the day, the ballroom is busy with servants and entertainers preparing for the festivities of the evening. During Act I and Act II of the adventure, 1d6 servants and 1d4 musicians are here at any given time, decorating and setting up. In Act I, **The Ballroom** takes place here.

The ballroom is the largest room in the house. A dancing floor of lacquered wood lies in the center of the room, surrounded by black marble tile. The northern end of the room is a spectacular half-dome of tall windows and french doors that commands a magnificent view of the sea. Columns of white stone adorned with carvings of nymphs support a soaring, arched ceiling.

Several servants and entertainers are busy preparing for the masquerade, scheduled for later tonight.

During Act III, the ballroom is full of people, and the masquerade begins. Most of the Act III events occur in this room. After the masquerade ends, the ballroom is abandoned for Acts IV and V of the adventure.

The small chambers off the ballroom are liquor closets and storage areas. The chairs and tables set up along the walls of the ballroom are usually stored here.

Area 13: Banquet Hall

In Act I of the adventure, a pair of servants are here throughout the day setting the table and preparing for dinner. Act II of the adventure takes place in this chamber, when the PCs are invited to dine with the lord and his guests.

An elegant table of maple wood surrounded by comfortable chairs fills the center of this room. The dining room is decorated with several proud banners, won by Lord Gustav's father and grandfather in wars that took place decades ago. The display gives the whole room a martial air.

Large bureaus along the walls display the Vandevicsny silver, an impressive collection of valuable dining ware, crystal, and utensils.

After dinner, this chamber is left to the servants for clearing and clean-up.

Area 14: Kitchen

Vandevicsny Manor boasts a large kitchen and several talented cooks. Heroes wandering around in this area during Act I are in the way. The lord's servants are too polite to say anything, but they constantly maneuver around the PCs or ask them to stand aside.

Two roaring hearths fill the kitchen with sweltering heat and the rich aroma of cooking food. Several chefs and servants are busy preparing for Lord Gustav's banquet. A huge black kettle of venison stew bubbles over one fire, and a large roast of beef is turning in the second oven.

The kitchen stays busy during Act II and Act III, since the cooks keep a continuous stream of hors d'oeuvres and beverages running during dinner and the masquerade. Later, during the ball, they'll be busy washing up. However, the cooks and servants abandon their posts in Act IV, leaving unwashed dishes in the sinks. They barricade themselves in the servants' quarters.

The heroes can collect a dozen bulbs of garlic from the supply at hand here.

Area 15: Pantry

The manor house normally accommodates about 35 people as a matter of course. With the guests, that figure has nearly doubled. As a result, the pantry has been well stocked for this event. The room is full of casks of staples like sugar and flour, as well as sacks of potatoes, barrels of smoked meat, apples and pears, and other foodstuffs.

A handful of normal rats lurk in this room, but present no threat to any of the PCs. The stairway just south of the pantry leads down to the mansion's cellars.

Area 16: Servants' Quarters

The Vandevics employ 20 guards (quartered in the gatehouse), three stablehands, four cooks and dishwashers, four maids, and three gardeners. The head of the servant staff is the butler Moustán, who oversees the house affairs.

This is a sitting room and dining area for the manor's servants. Plain wooden tables and benches are the only furniture, and the walls are whitewashed stone. These rooms are much more spartan than the rest of the manor, but the servants' quarters are clean and warm.

A pair of gardeners are taking a break here, warming up over some hot tea. When you enter, they rise awkwardly. "Uh, can we help you, my lords?" they ask.

During Acts I, II, and III of the adventure, one or two servants are taking a break in this area at any given time. The servants are polite to guests who wander in here, but they won't tolerate armed characters rooting through their belongings. If the servants have trouble with the PCs, they'll send for Moustán and ask him to straighten things out.

In Act IV of the adventure, the servants gather in this room and barricade the door leading to the kitchen. They refuse to let anyone come in and spend the night hanging garlic over the window sills.

Area 17: Servants' Dormitory

Several of the junior servants share this common room, including the stablehands, dishwashers, and gardeners. There are a total of five double-bunks in this room, with trunks built into the frame beneath the lower bunk of each. The junior servants don't own anything worth mentioning, other than their clothes and a few silvers they've managed to save.

During the day, the servants who live here have duties in other parts of the house. By night, they'll be busy attending to the ball. Afterward, the servants gather in Area 16 until the sun rises.

Area 18: Servants' Rooms

These small rooms are reserved for the Vandevic servants. From north to south, the rooms are used by Moustán, stablemaster Janjevo, two of the maids, and the other two maids. Each chamber is plain but comfortable, with a sturdy bunk (double bunks for the maids), a small dresser, and a trunk.

As noted above, the servants have duties to attend to in Acts I, II, and III of the adventure, so none are here. After the masquerade ends, the servants gather in the common room (Area 16) until morning.

None of the servants have anything interesting in their rooms other than a few silvers, but in Janjevo's room the PCs notice that a holy symbol that once hung above his bed has been removed. (The wall beneath the symbol is less worn than the rest of the wall, leaving an image of the symbol.)

Area 19: Greenhouse

The walls of this room are tall glass windows, but the thick growth of plants blocks the view of the gardens just outside. A small, informal table and chairs sit in the center of the room. The greenhouse is a bright and cheerful place on sunny days, but with the overcast of the sou'easter the room is gloomy and gray.

Lady Selena Vandevic personally tends the plants and flowers that grow in this room. She hosts **Lady Selena's Tea** here in Act I of the adventure, and some of the masquerade guests wander by in Act III. Other than that, the greenhouse is unoccupied.

Area 20: Garden

The gardens have already lost their leaves, and the flower beds are nothing more than dirt. Only a few coniferous shrubs break up the monotony of barren trunks and dead grass. Several cobblestone paths meander through the garden. Two gardeners are at work turning over the flower beds before the first freeze of the winter.

The grounds of the manor house are kept in good condition year round. During spring and summer, the garden's foliage hides the paths, creating a maze of green. For now, the cobblestone paths are unnecessary.

Area 21: Terrace

Overlooking the jagged sea cliffs, the terrace winds around the back of the manor from the library to the garden. The thundering surf at the base of the cliff and the roaring wind of the sou'easter make it difficult to talk out here. Sea spray and rain have covered the windows that face out onto the terrace, and it is hard to see into the house.

In the summertime, furniture is moved out here so that the lord of the manor can enjoy the cool sea breezes. Currently the terrace is empty. The wind and surf force characters to raise their voices to be understood.

The doors leading out of the library and the study are locked from the inside. Only the east-facing door in the ballroom is open. From time to time, some of the guests step outside for a bracing dose of sea air, but there are no encounters staged in this area.

Area 22: Upper Hall

The front hall (Area 5) is two stories high. The open balcony ringing the room on the second floor is referred to as the upper hall.

Mahogany-railed stairs sweep down to the hall below from this room, and a magnificent stained glass window overlooks the whole area. The balcony itself is about 15 feet above the lower floor. The decor of the upper hall provides a history of the Vandevic family. A great two-part mural along the northern wall depicts the battle in which Jan Vandevic won his title. More than two dozen portraits scattered along the other walls show the other members of the family.

Three suits of armor are mounted and displayed along the southern wall, beside coats of arms and banners. This area is highly trafficked, and servants and guests pass through here regularly.

The cover of this adventure depicts the balcony and its stained glass window. A fall from the balcony inflicts 1d8 points of damage. (A character who jumps carefully gets a Dexterity check to avoid all damage, and only suffers 1d4 points if he or she fails.) Two of the suits of armor are normal plate mail, finished with gold filigree, but the suit in the middle is actually *plate mail +1*. As noted before (see "Area 9" on page 9), Lord Gustav may be persuaded to lend the old arms to the heroes, provided they intend to use them to vanquish the vampire.

Area 23: Iajo Moubotka's Room

Lord Moubotka's son has become a frequent caller at Vandevicsny Manor over the last year and a half, and the servants have reserved this room for his use. Iajo stops by on a couple of occasions through the day, but spends most of his time visiting with Laina and enjoying the lord's hospitality.

The room is decorated with dark panelling and a large oriental rug in the center of the hardwood floor. A closet contains heavy trunks full of Iajo's clothes and belongings. A hidden compartment in the bottom of one trunk conceals a pouch with 35 gp, 25 pp, and 3 gems worth 100 gp each.

Area 24: Bath Chamber

This room is reserved for the use of the lord's guests. It features an extravagant footed bathtub and plenty of hot water.

Area 25: Constantina Brezovo's Room

Lady Brezovo stays here during her visit. She is accompanied by two maids, who are assigned bunks in the Vandevicsny servants' quarters.

This guest room is finished in rose wallpaper and oak hardwood. A tall large oak dresser with a massive mirror fills one wall of the room. Two maids in the colors of the Brezovo family are busy pressing a green evening gown and straightening up the room.

Constantina herself is here during Act I of the adventure, except during **The Tournament** and **Lady Selenia's Tea**. She returns to this room in Act IV to wait for dawn with her maids. The maids, Tonja and Bani, remain in Constantina's quarters. They are trained in espionage and unarmed combat, and double as Constantina's bodyguards. Their statistics are presented on page 28.

Constantina's luggage is stored in the closet. The trunks contain secret compartments that conceal several knives, a collapsible crossbow, and a selection of deadly poisons. The closet is kept locked, and the maids prevent any searches as long as they are present.

Area 26: Guest Room

The heroes are given this room for their stay in the manor. (Moustan, the butler, brings them here their first night, and awakens them just before noon the following day. See page 5 for details.) The house is rather full, so large PC parties have to make do with folding beds that the servants move in for them. The maids make up their beds and keep the heroes supplied with linen and towels unless they are told not to.

The room is finished in a nautical theme, with sea-blue wallpaper, wainscoting, and hardwood floors. Paintings of ships decorate the room, and an old ship's wheel hangs on one wall.

The characters are given a key to the room and may lock the door if they wish. The windows open easily, but it's 20 feet to the ground—someone falling out the window takes 2d6 points of damage; a character who jumps down carefully still takes 1d6 points of damage.

Area 27: Lord Moubotka's Chambers

This room is the best guest room in the manor house. Lord Moubotka spends most of Act I here, being disinclined to socialize with the other guests. He attends dinner and the masquerade, but returns here for Act IV. Two of Moubotka's personal guards are with him at all times; they do not allow the PCs to disturb their master.

The room is finished in sea green, with a tiled floor depicting a submarine scene with mermaids and dolphins. The workmanship is extraordinary. Several huge, sturdy trunks contain Moubotka's luggage. A pair of dour guards halt you in the doorway before you get inside. "Lord Moubotka is not receiving visitors," they say.

Moubotka's Guards (0-level warriors) (2): AC 4; MV 12; HD 1d4+4 hp; hp 6 each; #AT 1; Dmg 2d4; ST 19; SA none; SD none; MR nil; AL N; THAC0 20.
Equipment: Banded mail, bastard swords.

Moubotka is attended by a valet and adviser named Krinac. Krinac is dressed as a servant, but is also a capable wizard. He remains with the old lord constantly.

Krinac (2nd-level wizard): AC 9 (robes); MV 12; HD 2d4; hp 6; #AT 1; Dmg 1d4 (dagger); Str 10, Dex 13, Con 9; Int 16, Wis 13, Cha 12; ST 12; SA spells *magic missile*, *sleep*; SD none; MR nil; AL LN; THAC0 20.

Moubotka's luggage includes a small wooden coffer containing a set of earrings, matching necklace, and tiara valued at 1,800 gp. A second coffer holds 120 gp, 180 sp, 15 pp, and a pair of 50 gp emeralds.

Area 28: Closet and Attic

Most of the upstairs linen and cleaning supplies are kept in two closets on this floor. Brooms, mops, rags, sheets, and towels can all be found here.

The attic is reached by the stairs just outside the closet in the west wing. The attic is quite large, covering the entire ceiling area of the second floor, but the sloping roof makes about half of this area unusable except for storage.

The attic is dusty and dark, and is cluttered with sheet-covered furniture and old mementos that have been forgotten. A thorough search of the attic would require several hours and would probably turn up nothing more interesting than mouse nests and old, scratched-up furniture.

The encounter **Vampire's Servant** in Act IV takes place here.

Area 29: Bathroom and Water Closet

Like Area 24, this chamber is reserved for the use of the guests of Vandevicsny Manor. The facilities include a tiled tub, a sink with a large mirror, and a chamberpot.

Area 30: Lord Strolojca's Chamber

Sir Hugo Strolojca arrived at the manor the day before the PCs showed up. He is the third son of Lord Strolojca, a court noble of Mirros. Strolojca attends the tournament in Act I, but spends the rest of the afternoon in his chambers recovering and plotting his "revenge." In Act III, he skips the masquerade and remains here. Strolojca is accompanied by his manservant, Zicna.

Strolojca's chambers are small, but finished in elegant hardwood and panelling. Several paintings of landscapes in heavy, gilded frames decorate the room. Zicna has set up several large traveling trunks for his master's wardrobe against one wall; one trunk contains Strolojca's arms and armor. Zicna keeps a purse of 40 gp, 50 sp, and 8 gems worth 50 gp each on his person.

Area 31: The Parlor

Guests pass through this room on a regular basis throughout Acts I and III of the adventure, since it's one of the principal entertaining areas of the house. In Act III, **Ourosc's Diversion** takes place here.

This room is the manor's parlor. A luxurious red carpet covers the floor of this room, and the panelled walls are decorated with a number of hunting trophies. Deer, boar, and bear make up most of the trophies, but in one corner is a small dragon's head felled by old Jan Vandevic himself. The parlor also functions as a game room, and features a billiard table and a card table.

Two long swords and a shield hang above the hearth in the middle of one wall, and an array of five boar spears make a display across from the mantle.

Area 32: Lord Ourosc's Room

Lord Vasil Ourosc is Vandevic's neighbor to the north. The lands granted to Jan Vandevic were taken from his ances-

tors, and Lord Vasil has resented the Vandevic title for many years. He plots against Gustav to reclaim the Ourosc lands. Gustav does not realize the depths of Ourosc's hatred.

This guest chamber is decorated with a fine rug, wainscoting, and a light beige wallpaper. Several paintings of autumn scenes are scattered through the room. Three guards in the livery of House Ourosc are looking over some papers on one of the tables. When you enter, they look up with surprise. "Yes, what do you want?" snaps one of them.

Ourosc attends all the events of the party, and is present here for only a few minutes at a time throughout the day. However, Ourosc's chief lieutenant, a guard-captain named Hosk, remains here with two guards to coordinate the efforts of the Ourosc agents who have infiltrated the party.

Hosk (3rd-level warrior): AC 3; MV 12; HD 3d10; hp 19; #AT 1; Dmg 1d8+1; Str 17, Dex 8, Con 16, Int 14, Wis 9, Cha 14; ST 16; SA none; SD none; MR nil; AL NE; THAC0 18 (17).

Equipment: Long sword, chain mail +2.

Area 33: Lord Andru's Chambers

Andru Vandevic, the vampire, has been staying at the manor for almost a month now. Naturally, he can only move about freely by night. To conceal his aversion to sunlight, Andru pretends to be a dedicated woodsman and hunter who leaves the manor each day before sunrise and returns after dark, spending the entire day in the forest. He is careful to arrange diversions from his cover story, such as taking trips to nearby towns for a day or so, pretending to be indisposed for a day in his chambers, or using his *charm* ability to persuade servants that he was really around the manor all day long.

Andru's room is furnished with a hunting theme. The walls are finished in deep green wallpaper, and paintings of hunting scenes decorate the room. The room is orderly, with clothes precisely arranged in the closet and drawers full of perfectly folded garments.

During the day of the party, Andru uses his hunting story to explain his absence. The closets contain nothing exceptional, other than the expected wardrobe of a young and dashing nobleman who likes to hunt. In the back of one closet is a red-and-yellow jester's costume, Andru's disguise for the masquerade.

Area 34: Laina Vandevic's Chambers

Laina is the niece of Gustav and Selena Vandevic, the daughter of Gustav's younger brother Aloysius. She was

raised in Mirros, where her father served in the Royal Army. Laina has spent her summers visiting Vandevicsny Manor, and is a favorite of the lord's family and servants.

Laina's room reflects her tastes and personality. The room is finished in elegant off-white, with a canopied bed and a bright, cheerful feel. Vases of flowers are everywhere, and the furniture is beautiful and feminine.

Laina attends most of the party, and is present here for only a couple of brief appearances through Acts I and III.

After Laina is bitten by the vampire in Act III, she is brought to her room for Act IV, and two guards are posted to watch over her. Of course, they won't keep Andru out. He returns to claim Laina as his own in **Vampire's Victim**, in Act IV of the adventure.

Area 35: The Basement

The original brickwork of the basement was laid almost 110 years ago. After the original manor house was burned, the current house was built on its foundations. Years of harsh weather have damaged the basement and the bricks are loose and crumbling. Dark earth oozes between the cracks, and the floor is rough and uneven.

The open area of the basement (Area 35 on the map) is used for storage. The entire room is cluttered with old furniture and tool benches. Off to the west is a root cellar, with potatoes, carrots, rutabagas, and other vegetables stored in burlap sacks.

Rats, mice, spiders, and even small snakes live down here. Most avoid any larger creatures, but PCs exploring the basement are aware of suspicious movements and sounds.

Area 36: The Wine Cellar

While the rest of the basement is in poor repair, the wine cellar is in good shape. The Vandevic cellars are excellent, and vintages from all over Karamikos can be found here. The folk of Vandevicsny village make their own wine from

vineyards overlooking the sea, and the lord keeps a supply of the local vintage on hand for his guests.

Hidden behind one rack of bottles is a secret passage leading to Andru's coffin. The heroes must successfully search for secret doors to locate the



passage. Andru built the retreat when he was first transformed into a vampire, and has been using it again since his return to the manor. Rats stand guard over his coffin during the day, and characters venturing into the passage during Act I are attacked by a horde of giant rats. See **Andru's Crypt**, in Act V of the adventure.

Andru leaves his retreat by assuming *gaseous form* and materializing elsewhere in the house. The manor's chimneys and vents allow him access to any room on the first floor from the cellars. He can also exit through the garden or along the side of the house.

During Acts II, III, and IV of the adventure, Andru doesn't spend any time here. However, the sunrise forces him to retreat back to his lair for Act V.

Area 37: The Armory

Former lords have maintained the armory for the defense of the house and the village. Lord Gustav has let the armory fall into disrepair, instead spending his time and resources to preserve the library.

The armory is the strongest room of the house, with stone-block walls that have not aged as badly as the bricks that line the rest of the basement level. The door is made from iron plate, and the hinges have rusted badly. Inside, you find an assortment of weapons and armor, protected by coats of fine oil.

Even after the door is unlocked, PCs need an open doors roll to get in. Gustav, Moustian, and the guard captain hold keys to this room. Eight suits of studded leather armor, five suits of scale mail, five light crossbows and 150 bolts, five spears, four shields, three short swords, two long swords, two maces, and a battle axe are mounted in various racks around the room. In the southern niche stands a suit of *plate mail* +1 emblazoned with the Vandevic arms, and a *long sword* +2.

Area 38: The Well

This chamber is the cleanest room of the cellar. A stone-rimmed well full of clear, cold water provides the manor with its drinking water. A hand pump and copper piping runs up one wall and through the house to a cistern on the roof; when the cistern is low, servants work the pump to fill it.

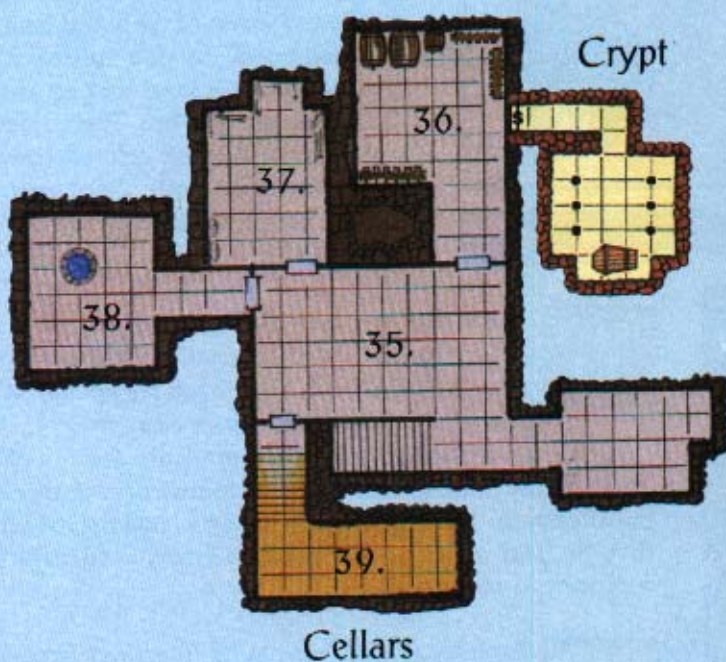
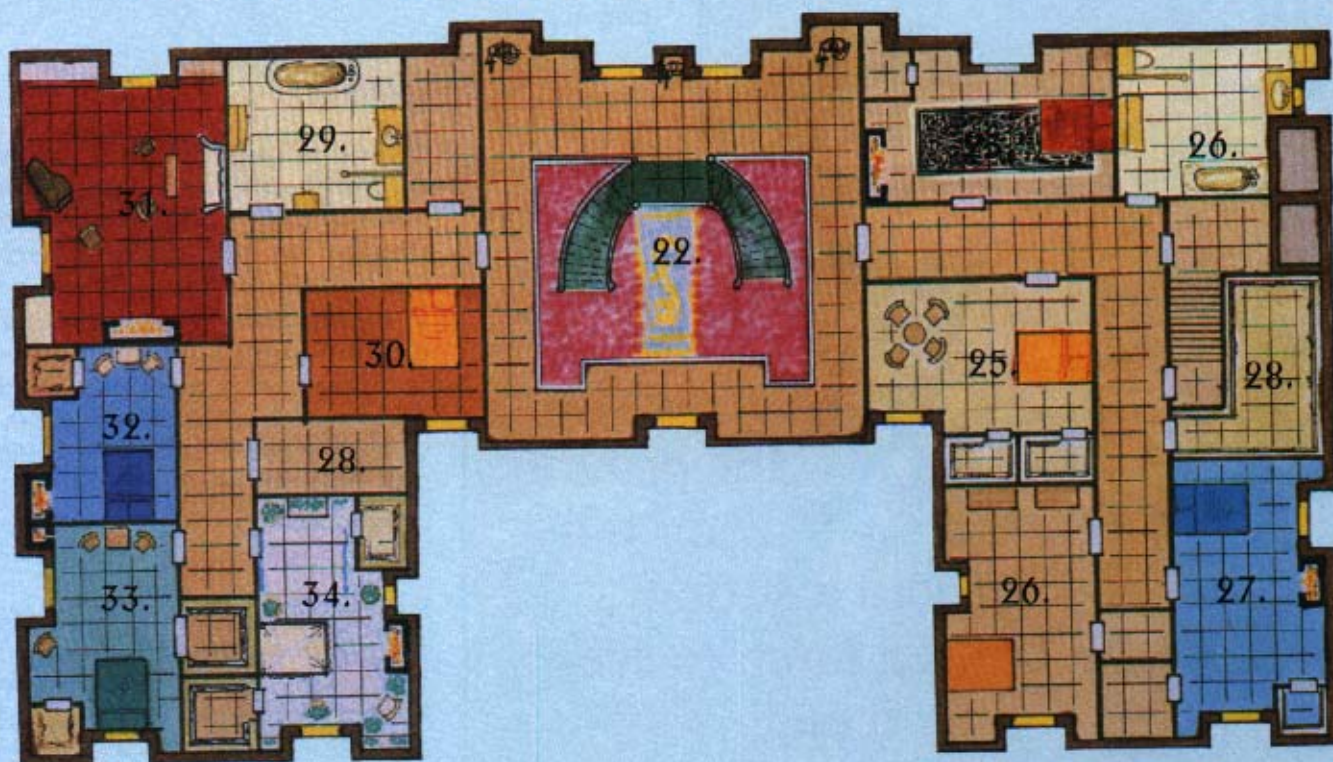
Area 39: The Ale Cellar







The deepest cellar is used to store ice through the summer. Blocks of ice are cut from nearby ponds each year, but since it's now late autumn and no snow has fallen yet, there's no ice left. Despite this, it's still chilly in here.

The folk of Vandevicsny brew their own beer and ale each fall. Several kegs of last year's ale are still left.



Vandevicsny Manor, 2nd Floor



-  Door
-  Secret Door
-  Andru's Coffin
-  Stairs Up
-  Stairs Down
-  Pillar

1 square = 10 feet

Events in the Manor

This section involves the PCs in the events and intrigues within Vandevicsny Manor. Refer to the previous chapter for detailed descriptions of the various places in the manor.

Act I: Tournament


While the PCs are exploring Vandevicsny Manor, they'll have several encounters with the residents and guests. Use the room key in the preceding chapter to referee the adventure, and add in the following events when the PCs go to the appropriate areas.

Act I ends when the PCs have participated in each of the events below, or when they decide that they're going to wait for Dinner (Act II).


The Tournament

Most of Lord Gustav's guests, servants, and guards spend the afternoon on the front lawn, engaged in a tournament. Read the text below aloud, then play *Track 11*:

A crowd of several dozen people has gathered by the tournament grounds. The rain has faded to a light drizzle, and the manor house blocks the worst of the wind from the courtyard. As you approach, five archers are standing on the mark, preparing to fire. The nobles watch from a brightly colored, open tent. Servants move among the crowd, bringing drinks and hors-d'oeuvres.



sleep
beneath
the ground
And fall
without a sound.
Light a torch to see
my face
And I'll vanish
without a trace.
What am I?
— Andru
Vandevic



TRACK 11

The heroes hear Lord Strolojca bragging about his archery prowess. Lady Constantina introduces herself to the PCs and urges them to join the contest: She'd love to see Strolojca beaten at his own game.

Archery, swordplay, and horsemanship are the chief events of the tournament, with two rounds of each through the afternoon. The PCs can join in any events they wish. If they do, *play the CD tracks indicated below*. Lord Strolojca competes in each event.

TRACK 12

Archery rounds consist of 10 arrows fired at a target at 80 yards, and 10 arrows fired at a target at 160 yards. The target is AC 7 due to its small size, and archers have a -5 penalty to hit in the

160-yard round. If players want their PCs to participate, have them make 20 attack rolls and count up the number of hits. There are 1d6+2 NPC archers in the event, and each NPC scores 1d6+6 hits total. Play *Track 12* when the contest begins; *Strolojca* mutters that he'll show "these upstarts" true archery.

TRACK 13

Swordplay rounds consist of sparring matches with padded wooden blades. Treat this just like real combat, except that when a character is reduced to 0 hit points, he is declared the loser by the judge. Only $\frac{1}{4}$ of the damage inflicted is real—the rest goes away after the match. Neither contestant may wear armor. Each swordplay event requires the PC to face three foes, one after the other. If he defeats all three, he wins the round. Play *Track 13* to hear the combatants fight.

NPC Swordsman (0-level warrior): AC 10; MV 12; HD 1d4+4 hp; hp 5; #AT 1; Dmg 1d8 (special); ST 19; SA none; SD none; MR nil; AL NG; THACO 20.

TRACK 14

Play *Track 14* at the start of the horsemanship event. Horsemanship rounds consist of jumping, barrel riding, and lancing rings from a gallop. Each contestant must make three Dexterity checks, and the character who makes his checks by the largest margin is the winner. If a PC rolls a 20 for any check, he falls off his horse and is disqualified! There are 1d6+2 NPC riders, each with a Dexterity of 10.

If the PCs agree to enter any event in the tournament on Constantina's urging, watch how they do compared to Lord Strolojca.

TRACK 15

The first time a PC bests Hugo in any event, play *Track 15*. *Strolojca* challenges the character who beat him to a personal round of swordplay in the tournament's final event, and Constantina urges him or her to accept.

TRACK 16

If the PC accepts the challenge, play *Track 16* while the PC fights Hugo. Armor is allowed for this challenge, but special dulled swords are provided that only cause half normal damage.

Strolojca (1st-level warrior): AC 3; MV 12; HD 1d10; hp 7; #AT 1; Dmg 1d8+1; Str 16, Dex 12, Con 15, Int 12, Wis 7, Cha 10; ST 17; SA none; SD none; MR nil; AL CN; THACO 20.
Equipment: Plate mail, long sword.

TRACK 17

If the hero defeats Strolojca, play *Track 17*. *Strolojca* is a poor loser and challenges the PC to a duel of honor. Zicna delivers *Handout 2* to the heroes about an hour later.

If Strolojca wins, he gloats briefly and then goes inside to refresh himself for dinner.

Moubotka's Arrival

Run this encounter at the end of the Tournament or when the heroes visit the gatehouse or fountain. Read the text below aloud, then play *Track 18*.

Cast of Characters

Major Characters

Lord Andru Vandevic: The vampire. He desires Laina Vandevic as his bride.

Laina Vandevic: The niece of Lord Gustav Vandevic, betrothed to Iajo Moubotka.

Lord Gustav Vandevic: The scholarly Lord of Vandevicsny Manor.

Lady Constantina Brezovo: The seductive Constantina despises Hugo Strolojca because he killed her brother in a duel. She plans to kill Strolojca during the masquerade.

Lord Moubotka: Iajo's father. He opposes his son's marriage to Laina but does not actively seek to stop it.

Iajo Moubotka: The son of Lord Moubotka and betrothed of Laina Vandevic.

Lord Vasil Ourosco: Enemy of Lord Gustav due to an old feud, Lord Ourosco sends assassins to kill Lord Gustav during the masquerade.

Lord Hugo Strolojca: An arrogant blowhard of a noble who has been marked for death by Lady Constantina.

Minor Characters

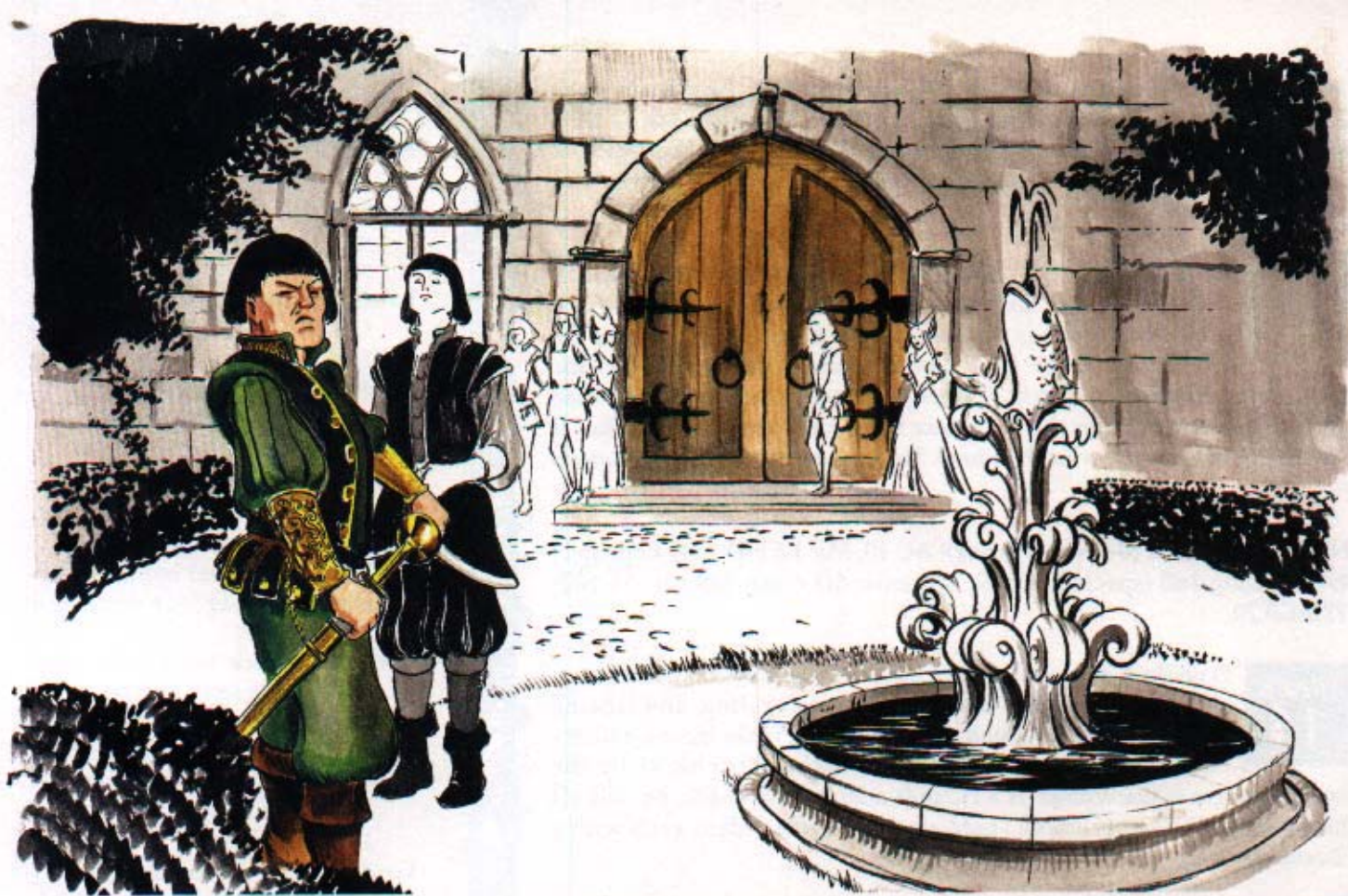
Assassins: Masquerading as minstrels and hired by Lord Ourosco to kill Lord Gustav during the masquerade.

Janjevo: The stablemaster of Vandevicsny Manor and Andru's hypnotized slave.

Moustan: The dignified butler of Vandevicsny Manor.

Tonja: Constantina's maid who poses as her mistress during the masquerade to provide an alibi while Constantina kills Strolojca.

Lady Selena Vandevic: Lord Gustav's charming wife.



You hear a rumbling in the distance. Looking up, you see a black carriage heading toward the gatehouse at a breakneck pace. A team of dark horses pulls with all their strength, and the driver whips them mercilessly. The guards at the gate scramble to get out of the way as the coach rushes past, heading for the front door of the manor!

ment are here as well. The greenhouse is crowded, but there are enough seats to go around. The guests are engaged in a number of private conversations. Several of them look up when you come in.

TRACK 19

Play Track 19 now. Constantina greets the PCs and gossips about Lord Ouroscio's past troubles with the Vandevics. If one of the PCs fought Strolojca in the Tournament, Constantina passes on a warning: "Strolojca is very angry with you. He means to avenge his wounded honor this evening, so don't hold back. He'll be trying to kill you."

TRACK 18 Lord Moubotka and his entourage have arrived at the manor, and proceed to their chambers after a brief meeting with the PCs. Moubotka is a short-tempered old man with a sour disposition who wants only to get inside the manor.

If the PCs talk with Iajo, he tells the PCs that he and his father come from the nearby manor of Moubotka, and that he is to be engaged to Laina Vandevic—in fact, that's what the whole celebration is about.

After this encounter, continue on with the Tournament or Lady Selena's Tea.

Lady Selena's Tea

After the tournament ends, Lady Selena invites everyone present to attend a tea in the manor's greenhouse. Many of the people who were present at the tourna-

Other guests at the tea include Lord Ouroscio and his lieutenant Hosk, Iajo Moubotka, and Laina Vandevic. Ouroscio leaves abruptly before the tea is over, heading to the ballroom. (The heroes can follow him.)

If the PCs ask about Lord Gustav, they learn that he is in his library. Lady Selena also might mention this during conversation (DM's discretion).

Lord Gustav Vandevic

Gustav spends the afternoon entertaining in the library (Area 10). Gustav is attended by two guards (see page 6 for combat stats), and a number of guests and servants pass through while the PCs are here.

TRACK 20

Play *Track 20* when PCs enter the library. Lord Gustav offers to tell them the story of the Vandevic family if they promise not to reveal it to anyone else.

TRACK 2

If the PCs take Gustav up on his offer, play *Track 2*. If the heroes come here during a different part of the adventure, they find *The Vandevic Family History* under lock and key.

The Stables

TRACK 21

The stables (Area 3) are busy throughout the day. Play *Track 21* when PCs visit this area and meet the stablemaster. Janjevo is polite, but he makes it clear that he doesn't have much time for idle chit-chat. He tells them that Lord Andru is out hunting.

TRACK 22

If the PCs look around, they note that there are five horses in the stable, and six saddles. If they question Janjevo about this, play *Track 22*. Janjevo ends the conversation by claiming the PCs are wanted back at the celebration.

If the PCs attack Janjevo, the stablehands help the stablemaster defend himself and summon the guards. The PCs had better have a good reason for their actions.

Janjevo (3rd-level warrior): AC 7; MV 12; HD 3d10; hp 20; #AT 1 (3/2 with axe); Dmg 1d6+1 or 1d4; ST 16; SA none; SD none; MR nil; AL CE; THAC0 18 (17 with axe).

Equipment: Studded leather armor, hand ax, dagger.

Stablehands (2): AC 10; MV 12; HD 1d6; hp 3 each; #AT 1; Dmg 1d6; ST 19; SA none; SD none; MR nil; AL N; THAC0 20.

Equipment: Club.

The Ballroom

A number of servants spend the day decorating the ballroom and preparing for the celebration scheduled for the evening.

Several servants are setting up a table on one end of the room, and by the dome a party of musicians are arranging their instruments. No one looks up as you enter. A short, plump nobleman stands by the musicians, speaking in a low whisper.

TRACK 23

The characters enter the ballroom and see Ouroscosco whispering to the musicians.

TRACK 24

If the PCs decide to get closer to listen in, roll a couple of dice (just make the players think you're checking something) and play *Track 24*. Ouroscosco is promising them 200 gold pieces and reminding them that they must "pretend to be robbers."

The musicians are assassins in disguise, hired by Lord Ouroscosco to kill Gustav Vandevic later in the evening. A search of their cases and trunks turns up daggers, swords, and crossbows, along with black clothes. If the PCs unmask the assassins, the attack in Act III does not take place, and Ouroscosco's involvement will be revealed. Lord Ouroscosco flees when the assassins are taken into custody.

Sequence of Events

Day 1

Start:

♦ The PCs are shipwrecked near Vandevicsny Manor at night. Servants of Lord Gustav Vandevic bring them to the manor and the lord invites them to stay.

Day 2

♦ The PCs are invited to participate in a tournament and masquerade in honor of Laina Vandevic and Iajo Moubotka's engagement.

Act I, The Tournament:

♦ Lord Hugo Strolojca competes against the PCs during the contests and challenges one to a duel if he's beaten in any events.

♦ At Lady Selenia's tea and in the ballroom they may discover clues to Lord Ouroscosco's sinister plans.

Act II, Dinner:

♦ The PCs speak with several guests and get a sense of the various lords and ladies.

♦ Lord Andru Vandevic appears at the end of the meal.

Act III, Masquerade:

♦ Several guests, including Andru, speak with the PCs.

♦ Lady Constantina Brezovo slips away and kills Hugo Strolojca. Her maidservant attends the ball in her place.

♦ Ouroscosco sends his assassins to dispose of the PCs, whom he thinks may interfere with his plans. The characters can stop the assassins from killing Lord Gustav.

♦ Laina is attacked by a vampire. Lord Gustav orders the guests to gather and several do not appear: Constantina, Hugo, Andru, and Iajo. Andru is busy killing Iajo. Hugo is already dead.

Act IV, Night of the Vampire:

♦ The PCs discover Iajo and Hugo's deaths. A suspicious note implicates Andru in Iajo's murder, and close inspection of several clues may lead the PCs to realize Constantina is responsible for the other.

♦ Andru attacks Laina again with the intention of turning her into a vampire bride, and is revealed as the vampire.

♦ Andru charms several of the Vandevic guards and they attack the characters.

♦ Janjevo, the stablemaster and Andru's servant, tries to lead the PCs into a trap in the attic.

♦ Unless the PCs are very lucky, Laina is transformed into a vampire—at which point she also attacks the PCs.

♦ Andru decides to take the fight to the characters personally and attacks.

Day 3

Act V, Sunrise:

♦ The butler Moustian provides a clue to Andru's resting place. The PCs can find Andru's coffin and destroy him.

Assassins (2nd-level thieves) (3): AC 7; MV 12; HD 2d6; hp 8 each; #AT 1; Dmg 1d4 (dagger) or by weapon; ST 15; SA thief abilities; SD none; MR nil; AL NE; THAC0 20. Equipment: Ring mail, dagger, thieves' tools.

Lord Strolojca's Duel

If the heroes were challenged by Strolojca, he meets them by the fountain before dinner. In a duel, a PC must fight with no armor. Any one-handed sword or hafted weapon is suitable for the duel. The use of magic, including *armor* or *bless* spells, is forbidden. See page 19 for Strolojca's combat stats, but note that he is AC 10 for this duel.

A crowd of silent nobles and servants waits by the front door of the manor. A hushed whisper goes through the crowd as you approach. A moment later, Hugo Strolojca arrives, dressed in fine evening clothes.

TRACK 25

Strolojca insults the PC and the fight begins. The duel continues until the PC is defeated or until Strolojca is seriously wounded.

TRACK 26

When Strolojca is wounded, play Track 26. He dishonorably attacks the PC with a hidden dagger. His sneak attack gives him one free attack at a +2 bonus to hit.

TRACK 27

When Hugo Strolojca is finally defeated, play Track 27. Hugo refuses to give in despite being beaten. Constantina calls for attendants to take him to his chambers, and makes snide comments about Hugo.

TRACK 28

If the PC yields, Strolojca crows over him and then leaves to wash for dinner. Play Track 28. Hugo gloats and kicks the wounded PC in the ribs.

Act II: Dinner

At dinnertime, the guests gather in the banquet hall, Area 13. The people present include Gustav and Selena, Laina, Moubotka and Iajo, Constantina, and Ouroscos. The retainers of the lords bring the total to more than 20 people, not including the PCs. The PCs are assigned seats near the head of the table, near Gustav's noble guests.

In this part of the adventure, the player characters may strike up dinner conversations with the people around them. **Gustav's Address** is the first of these encounters. After that, ask the players who their characters wish to talk with. Unless otherwise noted, play the first track shown when the heroes approach any nonplayer character listed below.

Just before dinner ends, run **Andru's Arrival**. This should be the last encounter in Act II of the adventure.

Gustav's Address

TRACK 29

Gustav Vandevic begins the banquet by greeting his guests and welcoming them to his home. Ask the players who their characters want to talk to over dinner. They can have four conversations during the course of the meal.

Constantina Brezozo

TRACK 30

Constantina is lively and charming, and dressed in a stunning evening gown. She explains that she is here to promote Traladaran interests, and seeks the support of the Vandevics.

TRACK 31

If one of the PCs specifically questions her about Strolojca, play Track 31. Constantina explains that Hugo Strolojca killed her brother Eric. She swears to see Hugo dead or die trying.

Lord Vasil Ouroscos

TRACK 32

Lord Ouroscos is an entertaining personality. He's suspicious of the PCs, since he thinks they may be on to his plans, but he conceals it well. Vasil feigns interest in the shipwreck. He claims that the historic trouble between the Ouroscos and Vandevic families is "only history." Ouroscos also tries to find out what the PCs' relationship to Gustav might be. He wants to figure out how they would react to their host's death.

TRACK 33

If the heroes question Lord Ouroscos concerning his dealings with the musicians, play Track 33. Ouroscos insists that he is planning a harmless prank, and asks the PCs to be "in" on things to deflect their questions. If the PCs just won't let this go, Ouroscos finally draws them aside and says, "Look, I can't explain it right here and right now. Come find me during the masquerade, when we can speak more privately."

Lord Gustav Vandevic

TRACK 34

Lord Gustav presides over the meal and takes time to speak with each of his guests. He asks after each of the PCs: "How are your rooms? Is there anything that you need?" He tells them that, as travelers, they should have much in common with Lord Andru. Gustav explains that Andru is the illegitimate great-grandson of old Lord Andru.

Gustav also asks what the heroes plan to do after the celebration. "You are welcome to stay as long as you wish," he tells them, "but I am sure you have business elsewhere. I will lend you my coach."

If the heroes try to pass on any warnings to Gustav, he silences them. "I know not everyone here is my friend," he says. "Come find me during the masquerade, when we can talk more freely."



Lord Moubotka

TRACK 35

Lord Moubotka is sour and short tempered. He is openly unhappy with the idea of his son's marriage to Laina. He retires to his chambers before dinner ends.

He views the heroes as lawless freebooters who should find honest work. Anyone speaking to Moubotka notices that he hasn't even touched the food in front of him. Moubotka contradicts anything said to him, or finds a cynical response to any pleasant talk.

Iajo Moubotka

TRACK 36

Iajo is a strong, silent young man who appears to be a little on the dense side at times. He is honest and good natured, and acts like a kicked puppy around his father's biting sarcasm. Despite this, Iajo is enjoying the party and tries to forget his father's ill will throughout the evening. *During the conversation, he mentions a supposed curse on the Vandevic line, that old Lord Andru (the son of the founder, Lord Jan Vandevic) was one of the undead.*

TRACK 37

If the heroes mention Laina's cousin Andru or press on about the old curse, play Track 37 for the players. *Iajo mentions that Lord Andru (Laina's cousin) seems not to like him, and is jealous of the engagement.*

Laina

TRACK 38

Laina Vandevic is a graceful woman with a soft-spoken manner and a pale, unearthly beauty. She is careful to be polite and discreet at all times. Laina is a little awestruck by the heroes and wants them to tell her all about their adventuring careers. She questions them endlessly: "Have you ever seen an ogre? You must have been terrified!" *Laina says she's a coward, afraid of marrying Iajo. She notes that Andru is special, and that he wants her to wait for marriage, but she's determined to marry Iajo.*

Andru's Arrival

TRACK 39

Gustav addresses the dinner party and announces the masquerade. Lord Andru Vandevic finally arrives and greets the PCs pleasantly. He claims to have spent the day riding and hunting. In truth he slept in his coffin throughout the sunlit hours, waiting for nightfall to return to Vandevicsny Manor. This encounter occurs in the front hall (Area 5), since dinner has just ended and the guests are moving from the banquet hall to the ballroom.

If the PCs are hostile to Andru for any reason (they shouldn't be, he hasn't done anything yet), he simply smiles and says quietly, "You have no idea who I am. Trouble me at your own risk," turning his back on the player characters. If necessary, the manor house guards intervene, since they don't have any reason to be suspicious of Andru.

Act III: Masquerade

After dinner, the masquerade begins. The guests and their retinues all don masks and costumes for the ball. Hugo Strolojca does not attend, wounded in the challenge or simply worn out from the day's exertions. The PCs find suitable costumes neatly laid out on their beds in Area 26.

During this part of the adventure, the PCs become more involved in the intrigues of the evening. Begin the masquerade with **The Ballroom**, which describes the party and sets the stage for the events to follow.

The masquerade encounters can be run in any order, but **Ouroscos Assassins** should not be the first encounter, and **The Scream** and **The Gathering** should be saved for last. Act III ends as the heroes and guests realize they have a vampire among them.

The Ballroom

Read the text below to the players and play *Track 40*.

The ballroom is a spectacle of exotic costumes, magnificent displays of wealth and luxury, and elegant decoration. Servants in formal dress weave through the crowd, bringing beverages and delicate sweetmeats to the guests. Two guards in dress uniform are posted at the ballroom door.

**TRACK
40**

The PCs overhear guests speculating on the identities of the masked guests, specifically Laina, Constantina, and Moubotka. In addition to the characters the PCs know, the full retinues of each lord or lady are in attendance, so there are more than 30 masked guests here.

Constantina

A slender woman approaches you, dressed in an elegant evening gown of green and wearing a cat's-face mask. Her face is hidden by the mask.

**TRACK
41**

Constantina flirts with the heroes. Her stature makes it easy for the PCs to identify her. She's establishing an alibi for herself by making sure that she is seen by as many people as possible.

Andru

Andru seeks out the PCs and tries to learn more about them. Read the text below aloud. Then play *Track 42*.

You are suddenly confronted by a wandering troubadour in red and yellow, with white greasepaint on his face and black diamonds over his eyes. He moves with unnatural grace, capering and cavorting like a carefree clown. With exaggerated motions he stops to pluck out a tune on his battered lute.

**TRACK
42**

Andru taunts the PCs with a cryptic riddle (see the opening quote on page 18). The answer to the riddle is "darkness." If the PCs don't get it, he dances off with a laugh.

**TRACK
43**

If they get the answer right, play Track 43. Andru retorts with a sinister clue to his identity, and refuses to clarify it. He deflects any of the PCs' accusations or hostility with sarcasm and wit. If they attack him, Andru escapes by assuming gaseous form and vanishing. No one else sees the encounter, and Andru returns later in a different costume.

Lord Gustav

**TRACK
44**

Lord Gustav Vandevic wears his formal coat and a stylized owl mask, but he pulls the mask aside to greet his guests. Gustav greets the PCs, wishing to ensure their enjoyment of the party. While Gustav is speaking with the PCs, he receives a message requesting a private meeting with him.

Laina

**TRACK
45**

Laina Vandevic wears a beautiful white gown and a swan's mask. She approaches the heroes and asks one of the characters to dance with her. She reveals her suspicions of Ouroscos, saying that he opposes her marriage to Iajo. Andru interrupts their dance.

If the PC refuses to let him dance with her, Andru uses his charm ability to terrify the PC. The character must make a saving throw versus spell or fall under the vampire's domination. Andru can make the PC into a virtual slave, but instead chooses to merely frighten the offending character away.

Moubotka

**TRACK
46**

Lord Moubotka is not interested in masquerades and dances, and refuses to participate. He is dressed in the same formal clothes he wore all day long. He draws the PCs aside to tell them to keep an eye on Ouroscos.

Moubotka is certain that Ouroscos plans something, but he doesn't know what it is. He hopes that the presence of the heroes may be a factor Ouroscos hadn't counted on.

Ouroscos

A short, rotund man appears in front of you. He is dressed as a knight of legend, with a shining tunic of fake silver mail and a satin tabard emblazoned with a coat of arms. The outfit looks ridiculous on him. The man reveals himself, lifting his visor to show his face. It's Lord Ouroscos.



TRACK 47

Lord Ouroscio invites the PCs to meet with him in the parlor in 10 minutes. He claims, "It will be worth your while" and jingles his purse meaningfully. He evades questions about his motives or the purpose of his meeting. In truth, Ouroscio wants to make sure that the heroes can't interfere with Gustav's murder. If the heroes agree to meet with Ouroscio, go to **Ouroscio's Diversion**.

If the PCs threaten Ouroscio now, he calls for help. The Vandevic guards quickly break up any trouble. Since Ouroscio hasn't done anything yet, the characters can't justify their actions. If the heroes don't keep their appointment, they hear the scuffle in Gustav's quarters and can intervene immediately in **Ouroscio's Assassins**.

Constantina Again

TRACK 48

Late in the evening, Constantina sneaks away from the party to murder Strolojca. Her maid-servant Tonja replaces her at the ball, dressed in an identical costume—a green gown with a cat's-face mask. Constantina hopes that this will create an alibi for her actions—she plans to kill Strolojca in his room. Tonja circulates throughout the party-goers, trying to be seen. Play Track 48 when she approaches the heroes. Tonja greets them before moving on.

Players listening closely to the CD may note that she sounds different from before. If any of the characters questions "Constantina" about her voice, she says, "I'm coming down with a cold. May I excuse myself to get a drink? My throat hurts." Allow the players to make Intelligence checks for their characters if the players question the DM about physical changes (Constantina has a natural dignity Tonja lacks, and walks differently).

If the heroes unmask Tonja, she protests and flees if necessary. "Not until midnight!" she says. If Tonja is revealed, she claims that Constantina set up the switch as a prank, and no harm was done. She and Constantina try to flee the manor as soon as possible.

Ouroscio's Diversion

Lord Ouroscio has no intention of meeting the heroes in the parlor as he requested. Instead, his minions are waiting nearby, prepared to assassinate the heroes.

The parlor is dark and quiet. Most of the guests and servants are downstairs in the ballroom. The rain pelts against the window, and the wind howls outside.

TRACK 49

When the PCs arrive, they find no one there. Play *Track 49*. After a few moments, Ourosco's henchmen arrive. Ourosco's men draw their swords and attack. They use the noise of the ball to mask their actions. There is one thug for each PC.

Unless the players said that their characters returned to their rooms to arm themselves, the PCs are caught unarmed and unarmored. Fortunately, there are weapons close at hand—two long swords, a shield, and five spears hang from the walls in various places. There are also several pieces of furniture and decorations that can be used as clubs, with a -2 penalty to attack rolls. The heroes have the option of attacking barehanded or instead taking a round to grab one of the weapons.

Ourosco's thugs attack until two of them are killed. The rest flee at that point, trying to escape the manor.

Ourosco's Thugs (0-level warriors) (equal number to PCs): AC 8; MV 12; HD 1d6 hit points; hp 4 each; #AT 1; Dmg 1d6; ST 19; SA none; SD none; MR nil; AL NE; THAC0 20.

Equipment: Leather armor, short swords.

TRACK 50

If the heroes capture one of the thugs, they can question him. Play *Track 50* if the heroes interrogate one of Ourosco's men. *The thug explains that Ourosco hired the assassins to kill Lord and Lady Vandevic, so Ourosco can regain his ancient lands.*

Ourosco's Assassins

TRACK 51

If the heroes did not find out what was about to happen in **Ourosco's Diversion**, play *Track 51* to begin this encounter. *The characters are in the middle of the masquerade. The "musicians" excuse themselves, and a few moments later the PCs hear Gustav's call for help. The heroes still get a chance to save Gustav's life when Ourosco's assassins attack him.*

If the heroes respond, go on to *Track 52*, below. If the heroes know about the attack and take action to prevent it, begin with *Track 52*. By the time they find out about the attack from the thug, it's already beginning. They barely have enough time to get down to the Vandevic chambers and intervene.

Rushing to Lord Gustav's aid, you burst into his chambers and find three black-clad swordsmen menacing him. His guards lie dead by the chamber door. Gustav is preparing to cast a spell, but it's obvious that his assailants will kill him before he finishes. Lady Selena cowers behind her husband, struggling to load a crossbow.

TRACK 52

The PCs run to Gustav's aid. They see that a few of the Vandevic guards have been killed. The characters see the assassins and a fight begins.

Assassins (2nd-level thieves) (3): AC 7; MV 12; HD 2d6; hp 8 each; #AT 1; Dmg 1d4 (dagger) or by weapon; ST 15; SA thief abilities; SD none; MR nil; AL NE; THAC0 20.
Equipment: Ring mail, dagger, thieves' tools.

If two assassins fall, the last tries to escape. As soon as the assassins are defeated, play **Ourosco's Escape**, below.

Gustav breathlessly thanks the PCs for saving his life. He asks if he can reward them or show his gratitude. Gustav would consider making a gift of one minor family heirloom, or 100 gp per character.

If the PCs fail to prevent Ourosco's assassins from killing Gustav, Ourosco still flees—he believes that his cover has been blown and he doesn't want to face the law. The masquerade ends with the terrible news of Lord Gustav's murder—skip ahead to **The Scream**.

Ourosco's Escape

Lord Ourosco quickly flees the manor after his assassins attempt to kill Gustav, or when his plot fails. Read the text below and play *Track 53*. The heroes can let Ourosco get away if they wish; the treacherous lord has nothing else to do with this adventure. If the PCs wish to apprehend Ourosco, they'll have to get outside in a hurry and head off his coach at the manor's front gate.

Ourosco's coach comes galloping out of the darkness, the driver madly whipping the horses. A knot of mounted guards surround the carriage, guarding their lord. The driver turns toward the manor's gate, but the gate is shut—they'll have to stop and open the gates before they can make good on their escape.

TRACK 53

Ourosco is in his coach, heading quickly toward the gates of the manor. When the coach slows down, the heroes may try to capture the rogue lord.

Ourosco is protected by six guards. If this is too tough a fight for the party, the Vandevicsny guards help out by keeping three of the guards busy.

Ourosco surrenders when his guards are subdued. The Vandevic guards take Ourosco's retainers into custody and lock them in the gatehouse, beneath the guards' barracks. After Ourosco flees, the masquerade resumes for a short time, although the mood is subdued.

Ourosco's Guards (0-level warriors) (6): AC 4; MV 12; HD 1d4+4; hp 6 each; #AT 1; Dmg 1d8 or 1d4; ST 19; SA none; SD none; MR nil; AL NE; THAC0 20.
Equipment: Chain mail and shield, long sword, crossbow.

Hosk (3rd-level warrior): AC 3; MV 12; HD 3d10; hp 19; #AT 1; Dmg 1d8+1; Str 17, Dex 8, Con 16, Int 14, Wis 9, Cha 14; ST 16; SA none; SD none; MR nil; AL NE; THAC0 18 (17).
Equipment: Long sword, chain mail +2.

Ouroscro: AC 8; MV 12; HD 1d6 hp; hp 3; #AT 1; Dmg 1d4+1; ST 19; SA none; SD none; MR nil; AL NE; THACO 20. Equipment: Ring of protection +2, dagger +1.

The Scream

TRACK 54

The masquerade is interrupted one final time by a piercing scream. *The heroes find that Laina Vandevic has been attacked by a vampire. The creature that attacked her is now nowhere in sight, and the guests realize that one among them isn't what he or she seems to be. Gustav orders everyone to the ballroom.*

Laina was attacked in the banquet hall, Area 13. Her scream brought the PCs, Lord and Lady Vandevic, Moubotka and his retinue, the guards from the ballroom, Moustian, and several other servants.

Lord Gustav's guards gather everyone they can find, bringing them to the ballroom. If the PCs don't want to go, the guards insist and subdue the PCs if necessary. Laina is taken to her room by Gustav and several servants. Two guards are posted to watch over her.

During this encounter, Andru corners Iajo in his room and kills him. The PCs don't find this out until they find Iajo's body. Constantina is in her chambers, changing places with her maid after killing Strolojca.

The Gathering

TRACK 55

Everyone at Vandevicsny Manor assembles in the ballroom within a few minutes, servants and guards included. The only people excused from the gathering are Laina, a servant who tends her, and the guards who watch over them. Several guests turn up missing: Strolojca, Constantina, Andru, and Iajo do not appear. *Gustav addresses the crowd and entreats them not to panic. Hugo, Constantina, Iajo, and Andru are not present.*

Gustav orders the guards to secure the manor's doors and guard the guests' chambers. He asks his guests to retire to their rooms, and the servants lock themselves

in their quarters. If the PCs wish, they can return to their room, but Gustav expects their help. Try to steer the players into having their characters agree to assist Lord Vandevic in his search for the vampire.



Act IV: Night of the Vampire

In this part of the adventure, the heroes can search for the vampire while trying to survive the night. The NPCs retire to their chambers to guard themselves from the enemy that is stalking them. Every NPC in the manor, with the exception of Lord and Lady Vandevic, is suspicious of the PCs until they find a way to prove they're not vampires.

While the heroes investigate, the manor guards mount their own search. The guards are posted as follows: two in the kitchen (Area 14), to watch the servants; two in the front hall (Area 5); two in Lord Gustav's chambers (Area 8); two on the back terrace (Area 21) to watch the balcony; two in the upper hall (Area 22); two at the gatehouse (Area 1); two in Laina's room (Area 34); and two patrol the grounds (Area 20). The remaining two are the sergeant and the corporal; they search the manor for clues and check on the others.

It's a good idea to read ahead in this section, so that you are prepared. The adventure starts to get complicated here, and you have a lot to keep track of.

Give the heroes every chance to fight Andru with their heads, not their swords. If they try to hack him down like a goblin, they find him to be nearly invincible. Their best course of action is to obstruct his moves and prepare for a confrontation in the morning, when they stand a chance of beating him.

Know Thy Enemy

This is a brief discussion of some of the weapons and tactics the players should think of when their characters must confront a vampire. The PCs can get access to this information by reading the treatise *Vampires Among Us*. If the PCs think to ask Gustav Vandevic for help or information, he suggests that they look in the library.

Garlic: Vampires are deterred by garlic and will not approach someone who presents a large amount (at least four or five bulbs). This doesn't prevent a vampire from using its *charm* ability against the character or commanding its minions to attack. Garlic can be found in the kitchen (Area 14) and in the pantry (Area 15).

Wooden Stakes: Every room of the house has some furniture or decoration that can be sharpened into a stake. To stake a vampire, the heroes have to wrestle it to the ground and hold it there for one full round. Andru has an 18/76 Strength and can make normal attacks against any character grappling him. Even if he does get pinned, he assumes *gaseous form* to avoid being staked. The heroes' best chance to stake him is in the morning, when he is sleeping in his coffin.

Holy Water: Holy water burns vampires for 1d6+1 points of damage per full vial, but Vandevicsny Manor has none. The PCs only have holy water if they brought it with them.

Holy Symbols: Vampires recoil from a lawful good holy symbol, just as they recoil from garlic. If there is a lawful

good priest in the PC party, he or she automatically has a lawful good holy symbol. Holy symbols burn a vampire for 1d6+1 points of damage on contact.

Mirrors: A number of small, hand-held mirrors can be found throughout the bedchambers of the manor. There is a 50% chance that one can be found in any bedchamber. Vampires recoil from mirrors, just as they do from garlic or holy symbols.

Iajo's Fate

When the heroes check Iajo Moubotka's quarters (Area 33), they find that the vampire has struck again.

Iajo Moubotka has been brutally murdered, his throat torn out and his body drained of blood. He is lying in front of the fireplace, dressed in the costume he wore for the party, with a dagger in his hand.

A search of Iajo's room turns up no evidence. The room's windows are closed and can only be opened from the inside. However, in Iajo's pocket there is a note written in a flowing, beautiful script. It reads:

Iajo:

You are not welcome here. If you value your life, you will leave immediately. Do not try to contact Laina. If you tell anyone that I have threatened you, I will destroy you. You cannot conceive of the power I hold over this manor and all within it.

— Andru

When Lord Moubotka learns of his son's death, he lapses into a stunned silence and does not speak. He shambles back into his room and falls into a chair by the fireplace. Moubotka passes the night staring at the coals, and does not stir until morning.

Strolojca's Fate

When the heroes go to Lord Strolojca's chambers, they find the door locked. Read the following when the PCs enter.

Inside, you find that Lord Strolojca and his manservant have been murdered. Zicna is sprawled in the center of the floor with a crossbow quarrel in his chest, and Strolojca is lying in the bed with a deep slash across his throat—clearly a sword or dagger wound of some kind.

On closer inspection, several clues become evident. Zicna clutches a scrap of black cloth in one hand, apparently torn from a cloak. There is also a puddle of rainwater on the floor under the window. The window is not locked. Outside, a narrow ledge runs across the front of the house to the windows in Area 22 and Area 25, Constantina's room.

Constantina left the masquerade, changed into servant's garb, and entered Strolojca's room during the ball. She killed Zicna and Strolojca, and then left by the window to make sure she would not be seen. A character trying to walk the ledge must make a Dexterity check or fall to the driveway below, taking 1d8 damage. Constantina's window is unlocked.

Constantina

TRACK 56

If the heroes don't know that Constantina killed Strolojca, or don't let on that they do, she acts surprised to see them. Play *Track 56*. As long as the PCs give her no indications that her crime has been discovered, Constantina remains in her room (Area 25) and acts as if nothing has happened.

News of the vampire takes Constantina by surprise. She was not present when Laina was attacked. When she learns that a vampire is loose in the house, Constantina cooperates with the PCs. She decides to frame Strolojca's murder on the vampire, and plans to return to Strolojca's room to plant the evidence.

TRACK 57

If the heroes accuse Constantina of Strolojca's murder or show any signs that they suspect her (for example, entering her room by means of the window), Constantina panics and decides to flee. Play *Track 57*. She and her maids draw their weapons and try to leave. Constantina's maids are loyal to their mistress and fight to the death to protect her. However, Constantina surrenders if both maids are killed or seriously injured.

Tonja and Bani (1st-level thieves): AC 9; MV 12; 1d6 HD; hp 5,3; #AT 1; Dmg 1d4; Str 11; Dex 15; Con 9; Int 12; Wis 8; Cha 13; ST 15; SA thief abilities; SD none; MR nil; AL LE; THAC0 20.

Equipment: Daggers, thieves' tools.

Constantina (3rd-level thief): AC 4; MV 12; #AT 1; Dmg 1d6 or 1d4; Str 10; Dex 18; Con 12; Int 14; Wis 11; Cha 15; ST 15; SA thief abilities; SD none; MR nil; AL LE; THAC0 19. Equipment: Leather armor, short sword, dagger, thieves' tools.

Vampire's Victim

Run this encounter when the PCs check in on Laina Vandevic. If the characters never look in on her, start this encounter by having the PCs hear a call for help from the two guards watching over Laina.

Turning the corner, you see the guards posted outside Laina's room lying on the floor in pools of blood. It only takes a glance to see that they are dead—their throats have been torn out.

TRACK 58

Laina screams. Rushing to her rescue, the PCs see downed guards at her door. Laina's door is locked. It requires a Strength check or a successful pick locks roll to open it.

Once the PCs get the door open, read:

Inside the room, Lord Andru is hovering over Laina's bed. His face is white as marble, and his lips are drawn back to reveal his vicious fangs. He recoils with a hiss when you enter, his eyes yellow and feral. Laina lies motionless on the bed, still as death.

TRACK 59

The PCs enter the room and see Andru. He laughs at their foolishness. Andru attacks any characters who come near, using a sword taken from one of the fallen guards. If possible, the vampire uses his charm gaze to set the heroes to fighting each other. Andru's combat stats can be found on page 31 of this adventure book.

If Andru is turned or forced back by a mirror or holy symbol, he snarls, "Fools! You cannot defeat me! You shall never see the sun rise!" and then assumes gaseous form to retreat and muster his minions. He returns to Laina's room later in the night, while the PCs are busy with his minions.

If the PCs are forced to retreat, Andru does not pursue them. Instead, he returns his attention to Laina. After another three rounds, he leaves by the window, leaving her dead.

Vampire's Minions

After the heroes interfere with Andru's plans for Laina, the vampire makes them next on his list. He hunts down the sergeant and corporal of the guard and the two guards posted in the front hall, charms them, and sends them after the heroes. This encounter can take place in any room of the manor.

TRACK 60

The Vandevic guards approach the PCs and attack them with an eerie lack of emotion. The guards still fight well enough, and do not give up until they are dead.

If this fight takes place near any unaffected guards, they join the fight on the hypnotized guards' side, believing that their fellows have good reason to attack the PCs.

Guards (0-level warriors): AC 5; MV 12; HD 1d4+4 hp; hp 5 each; #AT 1; Dmg 1d8 or 1d4; ST 19; SA none; SD none; MR nil; AL N; THAC0 20.
Equipment: Chain mail, long swords, crossbows.

Sergeant (2nd-level warrior): AC 4; MV 12; HD 2D10; hp 15; #AT 1; Dmg 1d8+1 or 1d4; Str 16, Dex 14, Con 15, Int 13, Wis 11, Cha 9; ST 17; SA none; SD none; MR nil; AL NG; THAC0 19 (18 with sword).
Equipment: Banded mail, long sword, crossbow.

Vampire's Servant

TRACK 61

Janjevo, the stablemaster, tracks down the PCs and tells them that he thinks he knows where the vampire's lair is—the attic. He is one of Andru's charmed minions. If the heroes believe Janjevo and follow him, he leads the party into a trap in the attic.

Janjevo makes every effort to persuade the party to follow him to the attic. If he cannot talk them into it, he gives up and leaves. The stablemaster can be caught in a lie, if the PCs are clever enough to realize that Janjevo's story doesn't match his previous story of Lord Andru's hunting habits. If Janjevo is caught in a lie or attacked, he flees, trying to get outside.

If the heroes fall for Janjevo's story, he leads them into the attic. Read the text below:

Janjevo leads you up into the attic, an iron lantern in one hand. The door opens with the squeal of rusty hinges. Dust and cobwebs fill the air, and you try to muffle a cough. "Here we are," Janjevo says quietly. "The trunk's right over there."

TRACK 62

Play Track 62. Andru's bats attack the party. Also, Janjevo turns and attacks an unsuspecting character. Make a surprise check. Janjevo and the bats fight to the death. While the PCs are busy fighting, Andru returns to Laina's room and transforms her into a minion vampire under his control.

Giant Bats (6): INT Animal; AL N; AC 8; MV 3, Fl 18 (C); HD 1d4 hp; hp 4,3,3,2,2,1; THAC0 20; #AT 1; Dmg 1d2; ST 19; SA none; SD AC 5 versus missiles; MR nil; SZ M (3-foot body, 5-foot wings); ML Unsteady (6); XP 35.

Janjevo (3rd-level warrior): AC 7; MV 12; HD 3d10; hp 20; #AT 1 (3/2 with axe); Dmg 1d6+1 or 1d4; ST 16; SA none; SD none; MR nil; AL CE; THAC0 18 (17 with axe).
Equipment: Studded leather armor, hand ax, dagger.

Vampire's Bride

Run this encounter if the heroes return to Laina's room after Andru has finished Laina off. You can also run **Vampire's Bride** as an attack on the heroes anywhere in the manor.

You're surprised to see Laina standing motionless by the window, wearing the gown she was put to bed in. As you approach, she turns to greet you. She is pale as marble, but she smiles and moves to meet you.

TRACK 63

Laina approaches the party, greets them, and suddenly attacks. If the players don't tell you that they're not letting her get near their characters, Laina gets a +4 bonus on her chance to surprise the party when she attacks.

Laina can't assume *gaseous form* or *shape change* yet, so she is immobilized for five rounds if reduced to 0 hit points. Laina attacks with an animal rage. If she is killed, Andru knows instantly. Go to **Master of the Night**.

If the heroes retreat from Laina's attack, she singles out one character to drain while letting the others flee. After killing one PC, Laina stalks the manor and kills several of the guards before retreating to the cellars at dawn.

Laina (minion vampire): AC 5; MV 12; HD 4+1; hp 22; #AT 1; Dmg 1d6+2; ST 16; SA drain 1 level per hit; SD magical weapon to hit, undead immunities, regenerate 1 hp per round; MR nil; AL CE; THAC0 17.

Master of the Night

Andru seeks another confrontation with the heroes later during the night. Read the text below to the players:

You are startled by the crash of breaking glass and a rush of wind. A dark, looming shape crouches in the window, its black cloak fluttering in the gale. A grinning face appears in the darkness, and Andru springs down to the floor, his eyes glowing with hate.

TRACK 64

Andru appears and attacks a PC with his hypnotic gaze. When Andru attacks, he charms the party's wizard or best fighter. His victim must make a saving throw with a -2 penalty or fall under Andru's control, turning against his friends.

If the PCs do not drive Andru off, he charms one hero per round. If the heroes drive him away, or are forced to kill one of their friends in self-defense, Andru retreats. "Until later, then," he says, taking *gaseous form*.

If the PCs attack Andru directly, he defends himself to the best of his ability. This is a bad move for the PCs. Andru's combat stats appear on page 31 of this book.

Lord of the Undead

This is the last encounter of the night. Sunrise is an hour away, and Andru decides to kill the PCs to make sure that they won't come after him in his coffin. Hopefully, the heroes have taken steps to arm themselves against Andru by now. This encounter can take place anywhere in the house.

TRACK 65

In this fight, Andru does his level best to kill the heroes. Andru materializes from mist and attacks. He uses his natural attack and level-drain abilities against the heroes. If the PCs use a holy symbol or garlic to hold him at bay, Andru charms the offending character to make him discard his protection. If that fails, Andru summons 2d3 wolves to attack the heroes. The wolves arrive in 2d4 rounds.

If the heroes stand their ground and drive Andru away, he flees with a terrible shriek and heads for his coffin. If Andru defeats the PCs, some may survive by scattering and hiding. Since dawn is less than an hour away, they only need to stay a step ahead of Andru.

Wolves (2d3): Int Low; AL N; AC 7; MV 18; HD 2+2; hp 14 each; THAC0 19; #AT 1; Dmg 1d4+1; ST 17; SZ S (3 feet tall); ML Average (10); XP 65 each.

Act V: Sunrise

When the sun rises, Vandevicsny Manor is quiet as the grave. Gustav, Selena, and their two guards survive in his chambers; the servants survived in their quarters; and Lord Moubotka and his retainers lasted out the night in their room. If the heroes did not confront Constantina about Strolojca's murder, she still lives; otherwise, she and her maids were killed by Andru's wolves.

Unfortunately for the residents of the manor, the wolves still surround the manor and prevent anyone from leaving. The players should realize that the best chance for their characters' survival is to find the vampire's coffin and destroy him while he is asleep.

In this part of the adventure, the heroes can speak to **Lord Gustav, Moustán, or Moubotka** and compare notes. If the PCs don't seek out Gustav, the lord of the manor tracks them down and speaks to them. The adventure concludes with **Andru's Crypt**.



Lord Gustav

TRACK 66

You should make sure that the PCs speak to Lord Gustav Vandevic soon after the sun rises. If they don't go check on him, he comes looking for them. Play *Track 66*. Gustav is nearly overcome by horror and grief, but he's tougher than he appears. He intends to see Andru destroyed before night falls again. Gustav can help the PCs by providing them with a valuable weapon: Andru Vandevic's old journal, kept by the Vandevic lords since Andru's day.

When the heroes speak to Gustav, give them *Handout 4*, Andru's Journal. If the players read the handout carefully, they can determine that Andru had a hidden crypt in the cellars.

Moustan

TRACK 67

This encounter takes place when the PCs speak to the servants. Moustan is in the kitchen, organizing the servants. He approaches the party when they pass through.

Moustan tells PCs he saw Andru near the cellars one morning. The servants can also tell the PCs a lot about Andru's comings and goings over the last month. This information should lead the players to conclude that Andru's hiding place is hidden in the cellars somewhere.

Moubotka

Moubotka is leaving the manor in despair, taking Iajo's body home. This encounter can be played in Moubotka's room, or in the front hall as he is preparing to leave.

If the heroes tell Moubotka that they are staying to destroy the vampire, Moubotka says, "Good. This creature must be destroyed. I will leave matters in your hands. Here are some things that may prove useful to you." He gives the PCs some items that may prove helpful in their quest—a scroll of protection from evil, and a dagger +3. "You should be able to put these to good use," he tells the heroes. He does not expect them to be returned.

Andru's Crypt

TRACK 68

Play this encounter when the heroes discover Andru's hidden coffin. Andru's crypt is hidden behind a secret door in the wine cellar, Area 36. (Refer to page 15 of this book.) The vampire is helpless in the daytime, but he is not undefended. A horde of rats surround his coffin and viciously attack the heroes to prevent them from disturbing Andru's rest.

If the heroes did not deal with Laina as a vampire bride last night, they find her here too. She is lying motionless at the foot of the sepulchre. Laina wakes up 1 round after the heroes enter the crypt, and takes 1 full round to get up and join the fight. Since she can't shape change or assume gaseous form and can't stand the sun, Laina is trapped here.

Giant Rats (12): Int Semi-; AL NE; AC 7; MV 12; HD 1/2; hp 4,4,4,3,3,3,3,2,2,2,2,1; THAC0 20; #AT 1; Dmg 1d3; ST 19; SA disease; SZ T (2 feet tall); ML Unsteady (6); XP 15.

Laina (minion vampire): AC 5; MV 12; HD 4+1; hp 22; #AT 1; Dmg 1d6+2; ST 16; SA drain 1 level per hit; SD magical weapon to hit, undead immunities, regenerate 1 hp per round; MR nil; AL CE; THAC0 17.

Andru (vampire): AC 1; MV 12, Fl 18; HD 8+3; hp 41; #AT 1; Dmg 1d6+4; Str 18/76, Dex 15, Con 18, Int 16, Wis 12, Cha 17; ST 13; SA drain 2 levels, charm gaze, shape change; SD gaseous form; MR nil; AL CE; THAC0 11; XP 8,000.

TRACK 69

Andru doesn't wake until his coffin is actually opened. He sleeps in a stone sepulchre with a heavy lid—one of the PCs must succeed in an Open Doors check to remove the lid, or two characters can manage it automatically. Once the lid is open, Andru requires 1 round to wake up, and then may defend himself. The PCs are well advised to stake him fast. Play *Track 69* when the heroes open his coffin. The PCs find the coffin and open it. Andru begins to wake and attacks.

Like Laina, Andru has no place else to go as long as the day lasts. He is fighting for his survival and attacks until his tormentors are dead.

TRACK 70

When the heroes successfully stake Andru, play *Track 70*. The PCs stake Andru and the vampire dies.

The Skies Clear

TRACK 71

After Andru is destroyed, the sou'easter begins to abate, and the sun comes out. Lord Gustav is very grateful to the player characters for their heroic actions. Play *Track 71* for Gustav's congratulations. Gustav gives the heroes his thanks, and awards each of them gems worth 200 gold pieces for their assistance.

He may also let them keep one of the minor magical items they may have found and used in the manor, at your discretion. In addition, the heroes are always welcome at Vandevicsny Manor and can visit and stay as long as they want.

If the PCs prevented Laina from being transformed into a vampire, thwarted Lord Ourosco, captured Lady Constantina, and destroyed Andru, give them an experience point bonus of 1,000 experience points. That's an extraordinarily successful adventure. Deduct 250 bonus xps for each of those four goals that they did not accomplish. Of course, the characters earn the normal amount of experience points for defeating their enemies.

Armor Class:	1
Hit Dice:	8+3
THACO:	11
No. of Attacks:	1
Damage/Attack:	1d6+4
Special Attacks:	level drain, <i>charm</i>
Special Defenses:	+1 or better magical weapon to hit
Saving Throw:	11
Movement:	12, Fl 18
Intelligence:	Exceptional
Alignment:	Chaotic Evil

Treasure Type:	F
Size:	Man-sized 6 feet tall
Experience Points:	8,000

Vampires are among the most terrifying and dangerous of all the undead. They can only move about freely at night; during the day, they must return to their coffins and sleep. They appear no different from living humans, and can pass for normal men and women without difficulty. However, there are subtle clues about their nature that they cannot conceal: They cast no shadows, do not have reflections in mirrors, and move with unnatural silence and grace.

Vampires are fearsome opponents in combat. They have a strength equivalent to an 18/76, and if they use a weapon they gain a +2 bonus to attack rolls and +4 to damage. Barehanded, their crushing blows inflict 1d6+4 points of damage. Worst of all, the vampire's unarmed attack drains 2 levels of life energy if it hits.

Characters whose levels are drained lose the hit points, THACO, saving throws, and spell ability of their current level. A 3rd-level character struck by a vampire becomes a 1st-level character, and loses his 2nd- and 3rd-level hit points. A 2nd-level character becomes a 0-level character, or normal human. A 1st-level or 0-level character is instantly killed.

Vampires also have the ability to *charm person* by their gaze. Any person who meets a vampire's eyes must make a saving throw with a -2 penalty or fall under its domination, serving the creature.

Sleep, *charm*, and *hold* spells do not affect vampires. They are unharmed by poison or paralysis. Cold-based or electrical-based spells only inflict half-damage. Vampires are immune to normal weapons and can only be damaged by magical weapons of +1 or better enchantment. Even if they are damaged, vampires regenerate 3 hit points per round.

If a vampire is reduced to 0 hit points, it assumes *gaseous*



form (a transparent and insubstantial state) and returns to its coffin. After 8 hours, its hit points will be completely restored. If the vampire cannot return to its coffin within 2 hours, it is destroyed. Vampires can *spider climb*, *shape change* into a wolf or a bat, and summon and command rats, bats, and wolves to defend them.

Fortunately, vampires have a number of weaknesses as well. They cannot enter a home without an invitation. The odor of garlic repels them, and they will not approach it. They cannot bear to see their reflection in a mirror, and recoil from a strongly-presented mirror. They also recoil from lawful good holy symbols. Holy water and lawful good holy symbols burn vampires for 1d6+1 damage.

Vampires who are exposed to direct sunlight are utterly annihilated in 1 round. They can be destroyed in 3 rounds by immersing them in running water. They can also be killed by a stake through the heart.

Any creature killed by a vampire's energy drain is doomed to rise as a vampire itself 1 day after burial. This can be prevented by burning or destroying the body.

For more information about vampires, see the AD&D 2nd Edition *MONSTROUS MANUAL*™ Accessory. *Handout 3* gives the players some of the same information in a slightly different form.



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To Our Honored Friends:

Lord Gustav Vandevic and Lady Selena Vandevic

*Cordially Invite you to Attend a
Banquet and Masquerade
Celebrating the Betrothal of their Niece,
Laina Vandevic of Mirros,
to Lord Iajo Koubotka of the Clan Koubotka.*

*The Celebration will commence
at 7 o'clock this evening
in the manor's Banquet Hall.*



*Let it Be Witnessed by All Present,
that this is:*

A FORMAL CHALLENGE

To My Most Unworthy Opponent:

Considering myself Insulted by your Cowardly Demeanor on the Field of Honorable Battle, I do hereby Challenge you to a Duel. I shall Expect your Presence on the Field of Honor at 6 o'clock sharp. My Second and I will be Waiting by the Fountain in Front of the Manor House.

Of course, you may Choose to Avoid this Encounter, since you have already Established your Reputation as a Cheat and a Coward, and in Truth I do not really Expect to Find you anywhere Near the Appointed Place at the Appointed Time. However, Honor demands that I issue this Challenge. I cannot Allow my Courage to be Impugned by your Base Treachery.

In the Event you Surprise me by Appearing to Answer my Challenge, I Recommend that you see to any Final Arrangements you may Deem Necessary. I should not want to Send you to your End without your Affairs in Order.

Sincerely,

Lord Hugo Strolojca

of Clan Strolojca

An excerpt from *Princes of the Undead:*
The Vampires Among Us.

Vampires are among the most terrifying and dangerous of all the undead. Vampires can only move about freely at night; during the day, they must return to their coffins and sleep. They appear no different from living humans, and can pass for normal men and women without difficulty. However, there are subtle clues about their nature that they cannot conceal: They cast no shadows, do not have reflections in mirrors, and move with unnatural silence and grace. Vampires are entirely evil, without question or exception.

Combat: Vampires are fearsome opponents in combat. They have enormous, uncanny strength and sometimes use the weaponry they wielded in life. Bare-handed, their crushing blows inflict horrid damage. Worst of all, the vampire's unarmed attack drains a victim of life energy.

Those drained of life energy by a vampire's fearsome attack lose the skills and powers of their profession. Fighters lose their weapons' prowess, mages forget their spells. Should the victim survive such an attack, all skills may be relearned over the course of time. Any creature killed by a vampire's energy drain is doomed to rise as a vampire itself one day after burial. This can be prevented by burning or destroying the body.

Vampires fight with unnatural speed and strength, making them difficult to hit. They are extremely intelligent opponents, often luring their victims into elaborate traps before striking.

Immunities: Mages should note that spells causing sleep, charm, or immobilization do not

affect vampires. They are unharmed by poison or paralysis. Cold-based or electrical-based spells seem only inflict minimal damage. Vampires are immune to normal weapons and can only be hit by enchanted weaponry.

Powers: In addition to draining the very life energy from a victim, vampires have the following powers. They may assume a misty, gaseous form to escape danger or travel freely. Vampires can spider climb, shape change into a wolf or a bat, and summon and command rats, bats, and wolves to defend them.

Vampires also have the horrible ability to charm individuals by their gaze. Most persons who meet a vampire's eyes fall under its domination, serving the creature. Vampires also regenerate from their wounds at an unearthly rate.

Weaknesses: Fortunately, vampires have a number of weaknesses as well. They cannot enter a home without an invitation. The odor of garlic repels them, and they will not approach it. They cannot bear to see their reflection in a mirror, and recoil from a strongly-presented mirror. They also recoil from lawful good holy symbols. Holy water and lawful good holy symbols burn vampires upon contact.

Eradication: Vampires who are exposed to direct sunlight are utterly and immediately annihilated. They can be destroyed quickly by immersing them in running water. They can also be killed by a stake through the heart.

If a vampire is severely wounded, it may attempt to assume gaseous form and return to its coffin. After a night's rest, it will be completely restored. If the vampire cannot return to its coffin after grievous wounds, it is destroyed.

Excerpts from Andrei's Journal

... I woke feeling weak and ill. I passed most of my day in bed, waiting for the fall of night and Lady Natasha's return. The servants were very concerned. They do not like her, I think. I shall have to dismiss them — their gossip cannot be tolerated. Strange, the light hurts my eyes today ...

... barely woke up this morning. What is wrong with me? I am a young man, and healthy. I've all but ignored any passing illness that ever overtook me. But now, even the act of making this entry exhausts me, and my vision swims with fatigue. I will feel better when Natasha returns. I can't stop thinking about her ...

... I slept through the whole day today. The servants tell me that they tried to wake me, but could not. They were about to send for a cleric when I finally woke near sundown. Strange, I feel much better tonight. I can smell the sea on the wind, and I hear even the lightest steps of the servants. I found myself reading in the library without a single light burning, even though it was pitch black outside. What is happening to me? Wait, here's Natasha. Surely she can explain what is going on ...

... What a fool I've been! Everything is clear now. I have become a creature of the night, and I

shall live forever. Natasha tells me that I shall need a place to rest by day, for I shall never be able to stand the touch of the sun again. It's a small enough price to pay for what I've gained ...

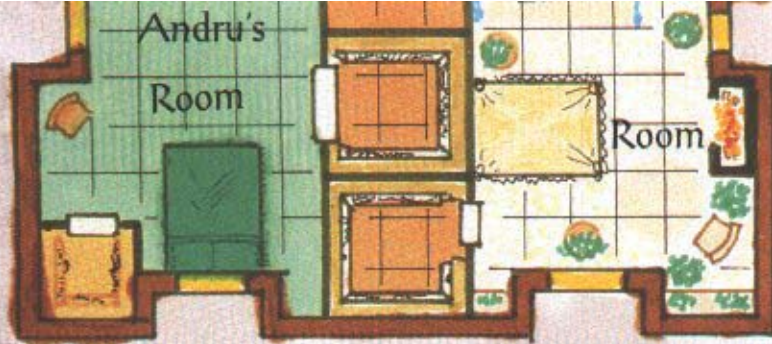
... The masons finished their work today. The chamber is perfect for my purposes. I don't even need to leave the manor to reach it, and it would be almost impossible to detect without completely dismantling the basements. Of course, I killed the workers. No reason to let such a fine secret out, is there?

... I hunted with Natasha tonight. I'd thought of myself as a great huntsman before, but now I have the strength of a lion and the grace of a leopard. With my bare hands I can take my prey. It's an exquisite challenge to stalk an animal that can reason and arm itself against my new powers. And the satisfaction of the kill ... there's no comparison ...

... They found Natasha's place and destroyed her while the accursed sun was in the sky. I had thought that her final death would destroy me, but I find that I cannot bring myself to mourn her. Do they suspect me? They must, by now. I shall withdraw to my hidden nest, but first I must slay the servants. Some of them may suspect that I pass my days just beneath their feet, and I've no wish to be staked through the heart like Natasha was ...

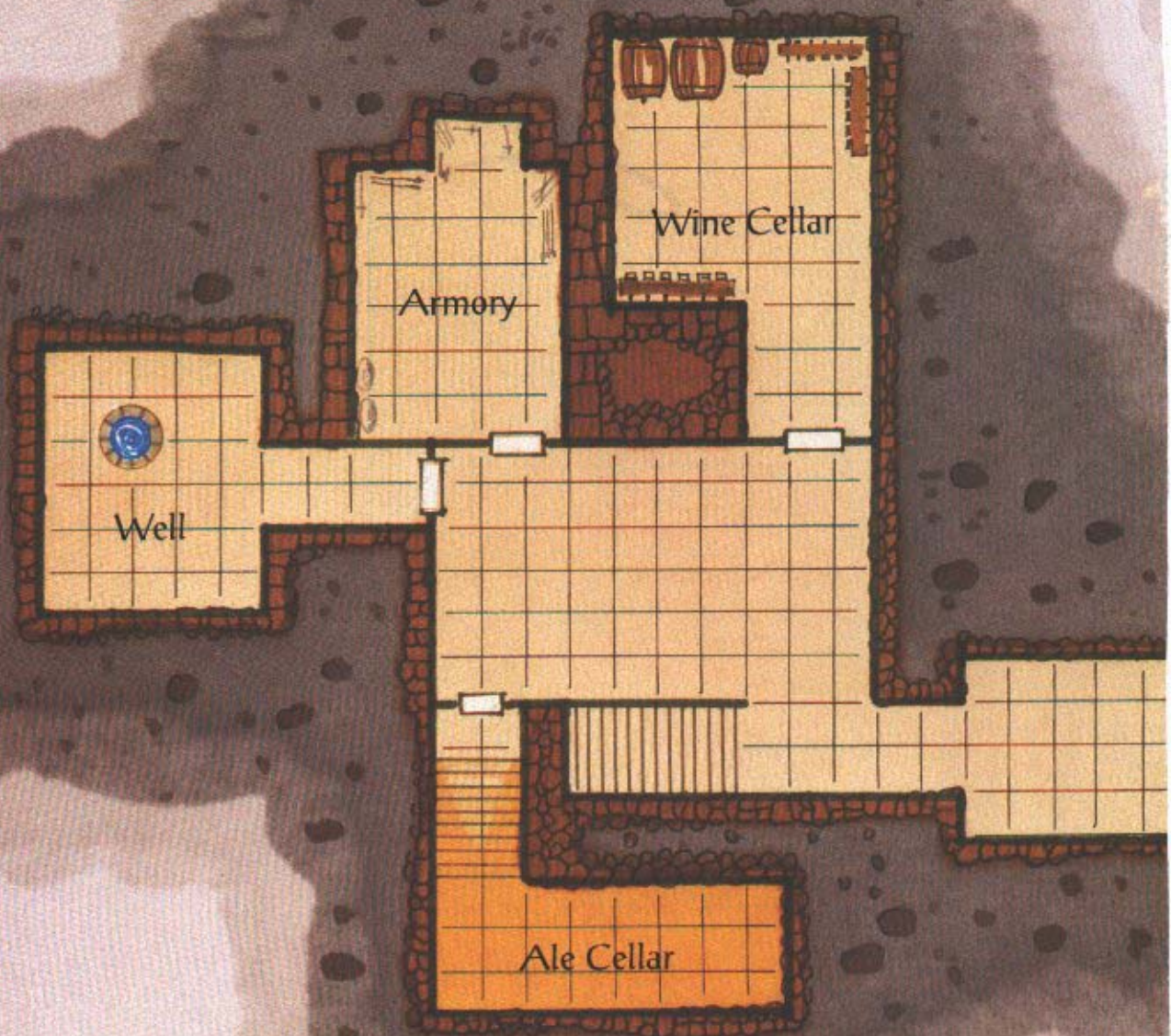
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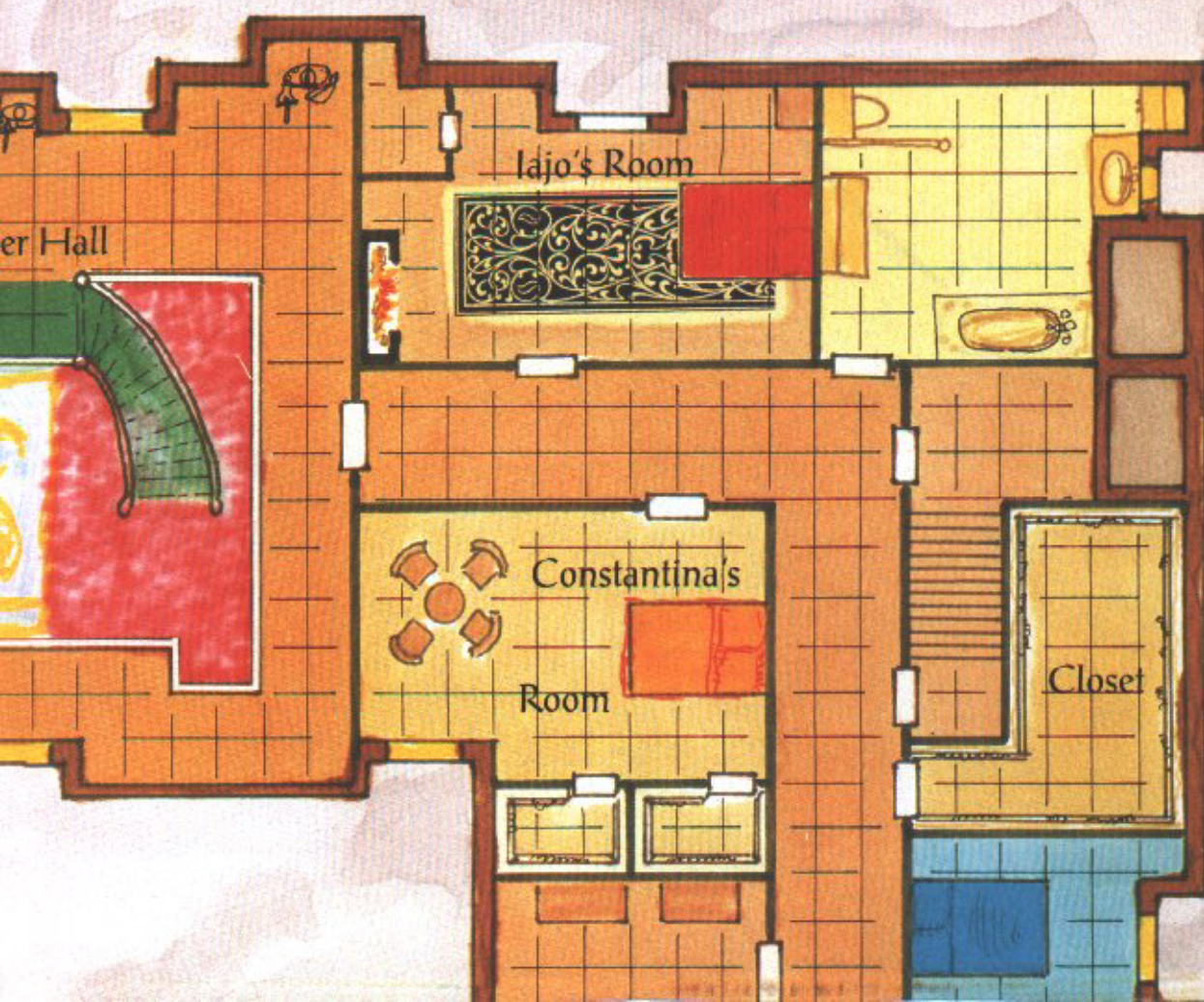


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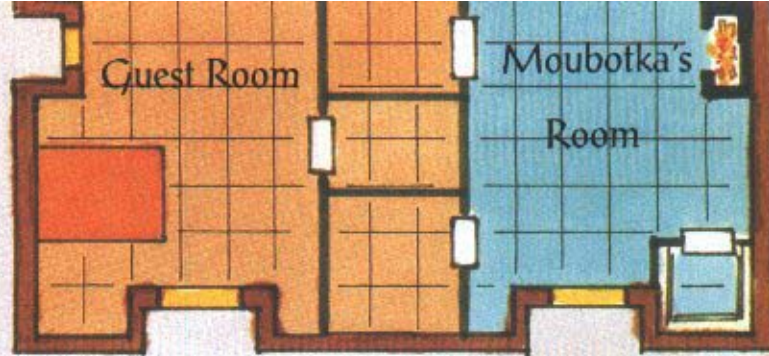


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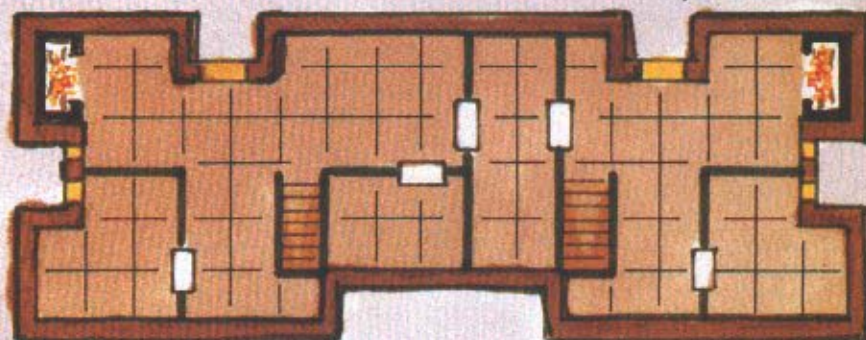
Cellars



Upper Floor

	Stone Wall		French Door
	Brick Wall		Barred Door
	Stone Railing		Portcullis
	Exterior Wall		Window
	Interior Wall		Fireplace
	Stairs Up		Statue
	Stairs Down		Shelves
	Door		Cobblestones

Gatehouse







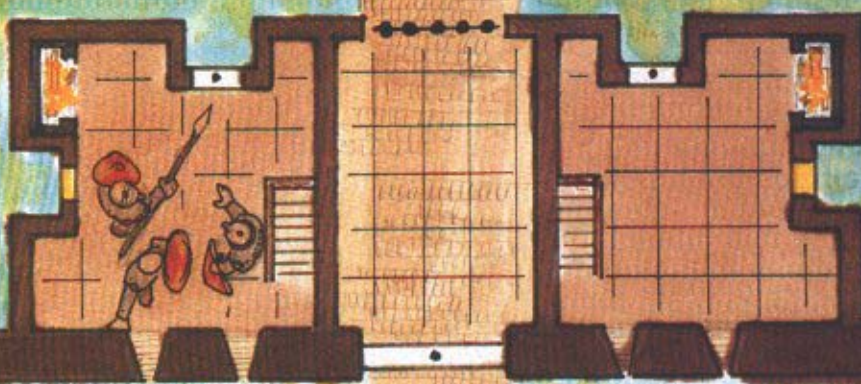
Main Floor

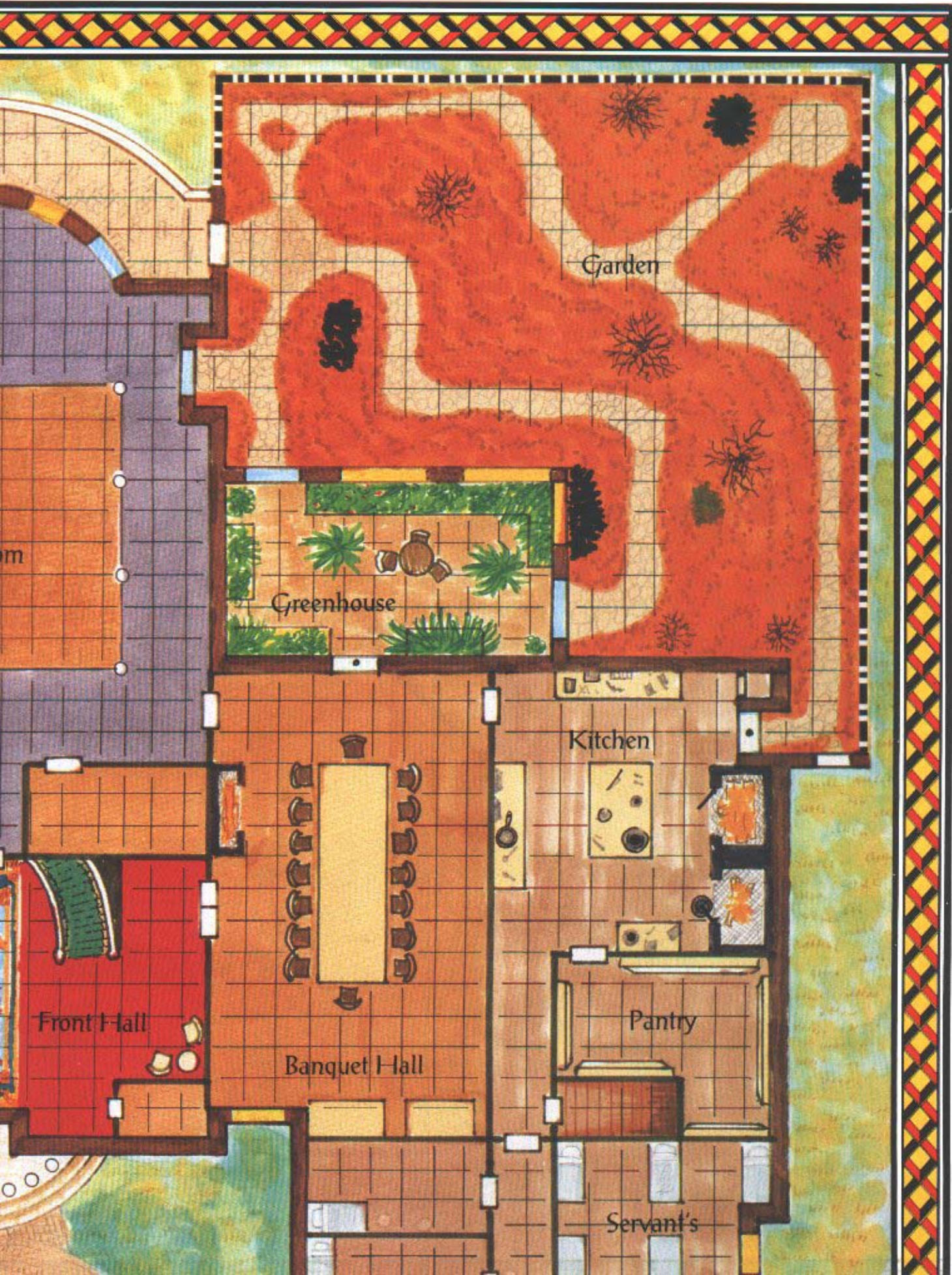


Four

Cour

Gatehouse





Garden

Greenhouse

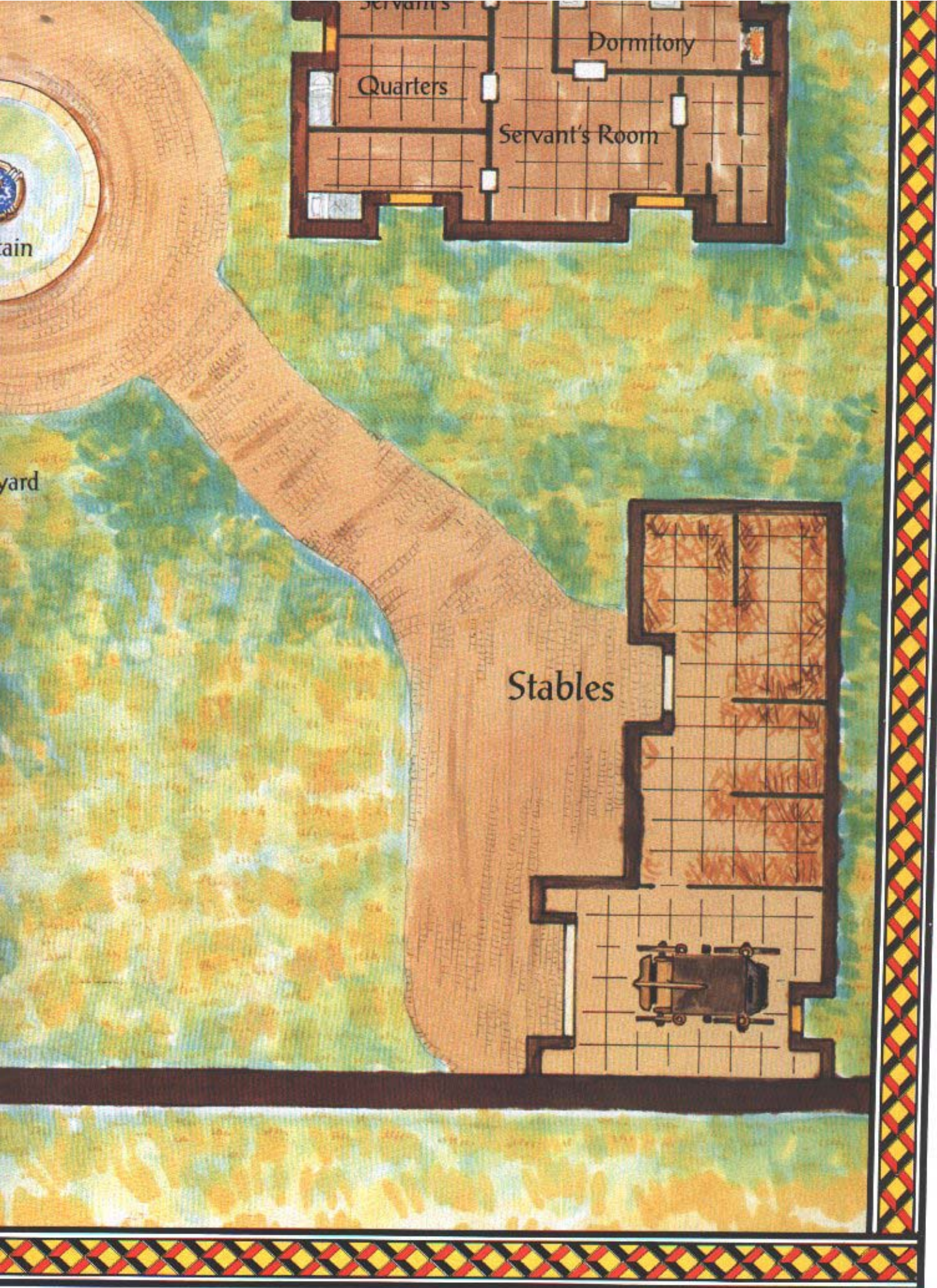
Kitchen

Front Hall

Banquet Hall

Pantry

Servant's



ain

yard

Quarters

Servant's

Servant's Room

Dormitory

Stables

MYSTARA™

CAMPAIGN

Night of the Vampire

Audio CD Adventure

By L. Richard Baker III

You are cordially invited to a masquerade celebrating the engagement of Lady Laina Vandevic to Lord Iajo Moubotka. Lord Gustav Vandevic welcomes you to his manor for an evening's entertainment. The servants are delighted to make your acquaintance—but watch out for the other guests! Intrigues within intrigues are afoot in Vandevic'sny Manor. When a celebration becomes a night of terror, only the most cunning heroes will survive!

Night of the Vampire is an interactive audio CD adventure with digitally recorded sound tracks. The compact disc features character voices, haunting sound effects, and chilling music that bring the night's events to life! This mystery-adventure is set upon a remote, wooded cliff on the shores of Karameikos, but it could take place in virtually any stormy land, should you decide to spread the terror.

Contents:

- ❖ Audio CD in jewel case
- ❖ Full-color poster-size map of the manor
- ❖ 32-page Adventure Book
- ❖ 4 parchment sheets with clues and missives

For 4 to 6 heroes of levels 1 to 3. Playable with the FIRST QUEST™ rules or the *Player's Handbook* and *DUNGEON MASTER® Guide*. The KARAMEIKOS™ campaign setting is highly recommended but not required.

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